

Super Mario 64
New Screenshots

The World's Greatest Independent **Nintendo** Magazine

N64



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Of Evermore**
With our massive
Players' Guide

**The Colour
Game Boy**
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that recommends Tetris
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Ask The Pros

A Question Of Sport On The N64

Page 16



A Question Of Sport comes to TOTAL! this month and so do the forthcoming sport-related N64 releases.

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Olympics (GB)
Pocahontas
Dragonheart
Sink Or Swim

REVIEWS
Super Mario RPG
College Slam
Ninja Warriors
Prehistoric Man (GB)

And I still look like Fungus the Bogeyman.

Ask The Pros

Just how lifelike are our games? We ask the footballers about *ISSD*, the town planners about *Civilization*, the golfers about *PGA Tour* and, erm, the Maths teacher about *Tetris*.



16 Bit Pop

Page 30



Videogames shows on television are more popular than ever these days so we thought it was about time we had a look at them all. Check them out on page 34.



Secret Of Evermore Tips

It's finally being released this month and, as you've come to expect from your favourite Nintendo mag, we're right at the front of the tips queue just raring to get all the necessary details. Be there at page 58.

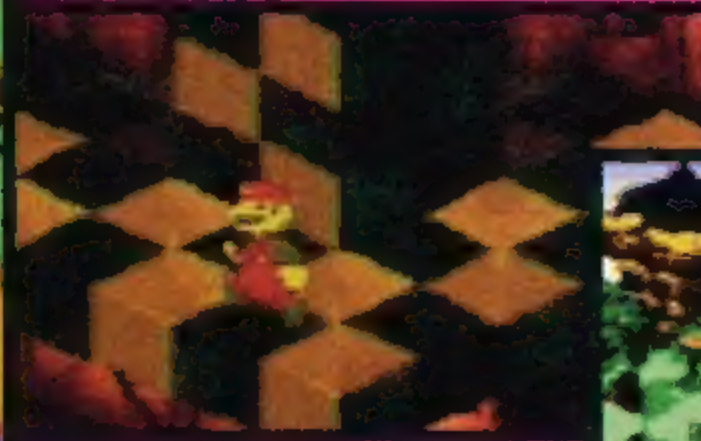


EJ2, DKC2, Yoshi's Island, Toy Story and now this. We're good to go.



Super Mario RPG

As eagerly awaited as Portsmouth's first Premiership title, *Super Mario RPG* is here and it's absolutely splendiferous. Just turn to page 50 to find out more...



NEWS

REPORTER: TIM WEAVER
 WEATHER GIRL: DEB COOK
 NEWS READER: ROB PEGLEY



Just two months until we get our hands on *Super Mario 64* and it just keeps looking better and better. Here's the latest on the game the world is waiting for.

Super

Weird things are happening at Nintendo this month. There are no delays to report. Everything is going fine and a June 23 release date is still on the cards.

Strange but true. We'd got used to wheeling out the same old news story and just changing the dates, but it looks like this month we'll have to bring you some good news rather than being our normal moaning selves. And luckily we have good news in abundance.

No Nintendo system would be complete without a *Mario* game. In fact every system Nintendo has launched has had *Mario* leading the way with his brilliance. And the N64 is no different. As we've shown in previous months, *Super Mario 64* continues in the tradi-

tion of brilliant platform games but adds a 3D twist to it all. With varying camera views and incredibly smooth animation it takes platforming quite literally into a whole new dimension and is likely to change the face of gaming as we know it.

Great shading and texturing, together with a complete lack of jerkiness make this an amazing experience.

The latest images to be revealed by Nintendo look

better than ever. Animated sequences have been widely available and these are stills from the latest sections of the game. Screenshots such as Mario looking at his own reflection show off the graphical capabilities of the game while the shots of the Giant Pokey and the Flying Carpet are a good indication of the animation to expect. The other scenes shown then centre around the pyramids, snow-capped mountains and dark dungeon scenes that will be included in the game. All of the shots look superb.

And the good news is that there are no delays expected. It is only a couple of weeks until we get a full showing of the game in America at E3 and two months until we can get our importer on the case. The future of Nintendo games is almost here.





Above: It's enough to drive anyone up the wall waiting for the Nintendo 64 to come out.

Don't do it Mario! Tired of waiting for the N64 he might jump.



Right: Is it a bird, is it a plane etc etc. Nope, it's Mario in flight.



Mario checks out his appearance. He still believes that dungarees are the height of fashion.



This Giant Jobey certainly looks pleased to see Mario, but if you could see Mario's face it would be full of fear and trepidation.



Mario 64

The Best Video Game In The World

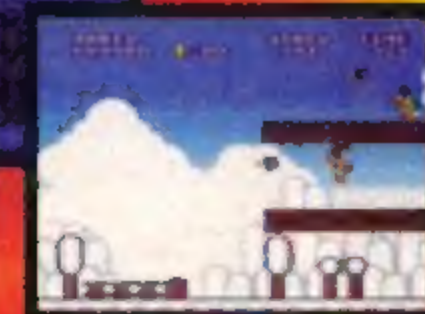
COULD THIS BE THE 100% GAME?

In our very first issue of TOTAL! Super Mario

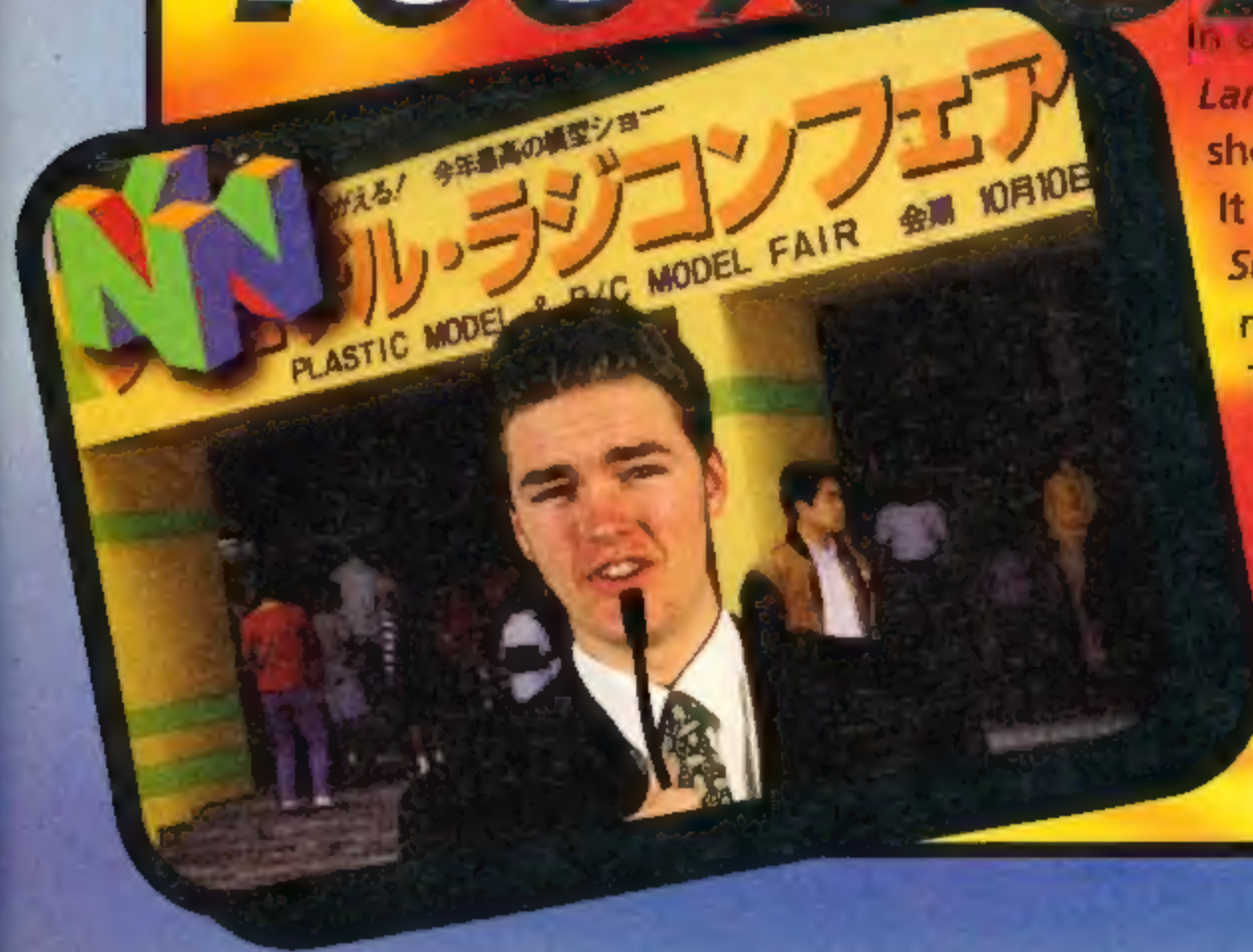
Land notched up 94% on the NES and showed the way for platform games.

It was only three issues later that Super Mario World on the SNES recorded a massive 98% on the TOTAL! scale of brilliance. In issue 21 Mario All Stars took things a step further with 99%, the biggest score we've ever given a game.

No other genre or character has grabbed the public's imagination in quite the same way and now as Super Mario 64 approaches, you have to wonder on whether a game will break the three figure barrier and be that perfect game. Only time will tell. Two months to be exact.



Not the graphical splendour of Mario 64 but they've given us years of fun.



DOOM 64 HITS UK

(BRIEFLY)

The European Computer Trade Show was due to be woefully short of N64 information this year. At the time of going to press, the show held from April 14 to April 16 at Olympia in London was notable for the lack of Nintendo products available to us journalist types. The majority of games are being

held back for the E3 show which is held in America in May, but one that could be seen was GT Interactive's version of *Doom*. In one of the first N64 showings outside Japan, the N64 *Doom* was set to be the star of the show. We'll tell you just how excited we got in next month's top issue.



More great hang-gliding antics in *Pilotwings 64*.

Shigeru Miyamoto hasn't let us down yet and we don't expect him to start now.



Nintendo's

As well as the massive selection of *Super Mario 64* grabs that Nintendo have made available, a number of new *Pilotwings 64* images have been on show. And there have also been some video clips available for viewing. Although we can't bring you animated sequences, these pictures give an indication of how near to

completion the game is.

The second of the first three games that will be for Nintendo 64 users is based loosely on the SNES version of *Pilotwings*. It takes that basically sound engine and soups it up with the greater abilities of the N64 and some graphics to die for.

The flight methods will include a helicopter, hang-glider and a jet-

pack and there will be a range of scenarios to choose from. To date, the pictures have centred around country landscapes and cliffs. The latest shots, however, include more detailed city scenes including

the Manhattan skyline of New York.

With only two months until the game is released, we are now starting to see the fruits of Shigeru Miyamoto's work and it looks pretty impressive. Expect more shots to follow shortly with an actual look at the game only 57 days away. Not that we're excited or anything!



SUPERSTAR SOCCER 64

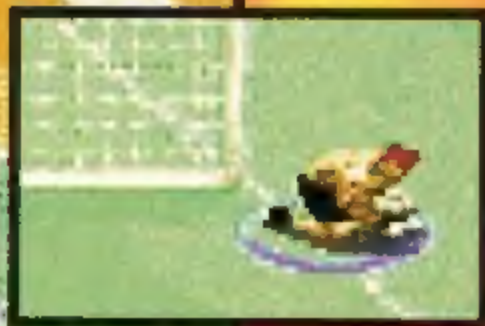
Despite getting involved with Saturn and PlayStation projects, Konami is holding back its greatest title for the Nintendo 64. Although no official announcement has been made, it is thought that the company have been working on a version of *International Superstar Soccer* for

some time. The game – most likely to be called *Superstar Soccer 64* – may possibly be released in time for Christmas in Japan, with

an early 1997 release in the US and Europe expected to follow. Needless to say, Rob is fairly excited at the news.

The only reason no official announcement has been made is that the *Dream Team* is more of an American concept, with larger Japanese compa-

nies likely to publish their own titles. With Nintendo looking to back the N64's launch with big and exclusive titles though, the lack of *ISS* on the PlayStation and Saturn release schedules would seem to bode well for Nintendo footy fans.



Right: A fly over the coast is always pleasant even when death is on your mind.

Take to your jet-pack below, and hit the sky-line of Manhattan.



You'll literally see red once you get your hands on this.

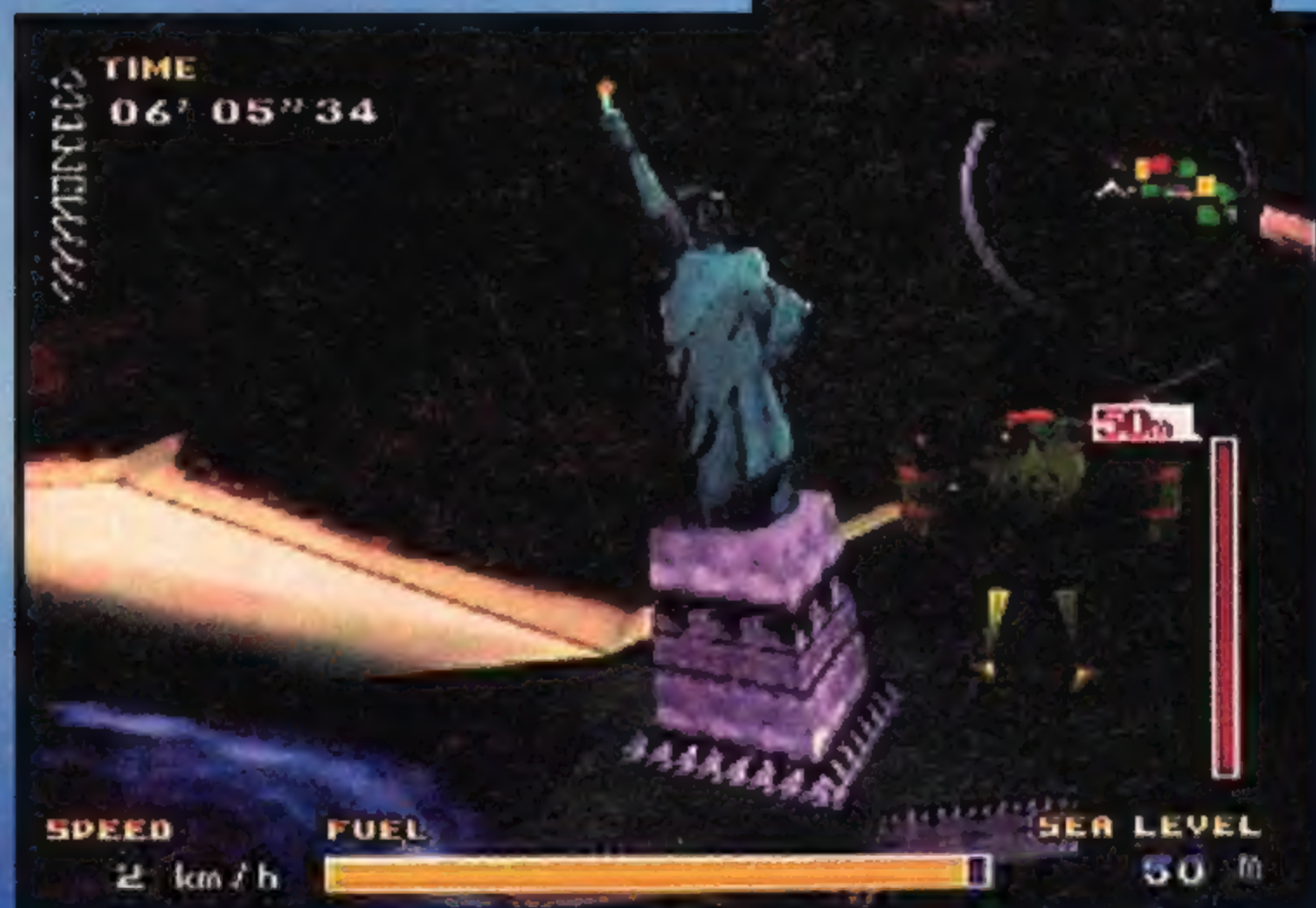


preadds Its Wings

One way to get to the fair early I suppose. This jet-pack is handy for those little days out at the weekends or Bank Holidays.



The Empire State Building is just one of the monuments replicated.



MOST WANTED

All change on the latest Intelligent Gamer On-line most wanted charts, with *Super Mario 64* back at the top and *Pilotwings 64* racing back into the top ten after the recent pictures that have been made available. *Shadows Of The Empire* is off the top of the pile, but still desperately wanted by Nintendo fans. *Killer Instinct* plunges down a few places, mainly to make way for *Dragon Quest VII*, which has raced into the top ten. Watch out next month for a new entry from *Tetrisphere*.

- 1 Super Mario 64
- 2 Shadows Of The Empire
- 3 Super Mario Kart R
- 4 The Legend Of Zelda 64
- 5 Dragon Quest VII
- 6 Killer Instinct 64
- 7 Cruis'n USA
- 8 Pilotwings 64
- 9 Wave Race 64
- 10 Starfox 64





Super Mario RPG could be great on the Atlantis if ever developed.

The Called

Imagine SNES quality games on the Game Boy...

More details have emerged after we announced last month that a 32-bit colour Game Boy was becoming a definite possibility. The portable console has the working title of Atlantis and is being developed in this country by a Cambridge company.

The 32-bit unit has a 3x2 inch screen which will show advanced colour gameplay with the help of the low-capacity chips that the British firm are

working on. Running on standard batteries, the new Game Boy will have a running time of 30 hours.

Even better is the news that development tools have already been shipped to some Nintendo licensees and there is every indication that Project Atlantis may be on sale before Christmas. Certainly it should be available by early 1997. And the fact that production is based in this country bodes well for an early release in this country.

Information on the titles likely to accompany the game and the look of the machine itself are still not available at this early stage and indeed any information on the new hand-held has been difficult to come by, with all of the best internet sites largely unaware of developments. Gradually, however, details are now starting to leak out.

While *Project Atlantis* may eventually lead to a scaling down of the current Game Boy production, it should still



DKC 2 would be great on the GB.

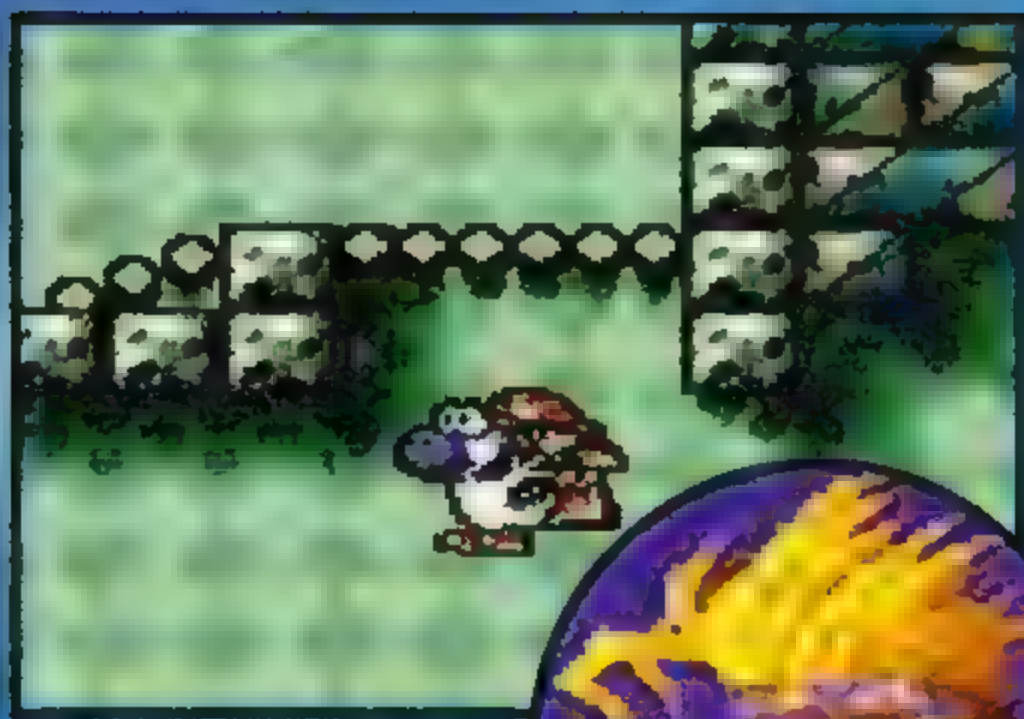


Toy Story would be superb.



Or a bit of James.

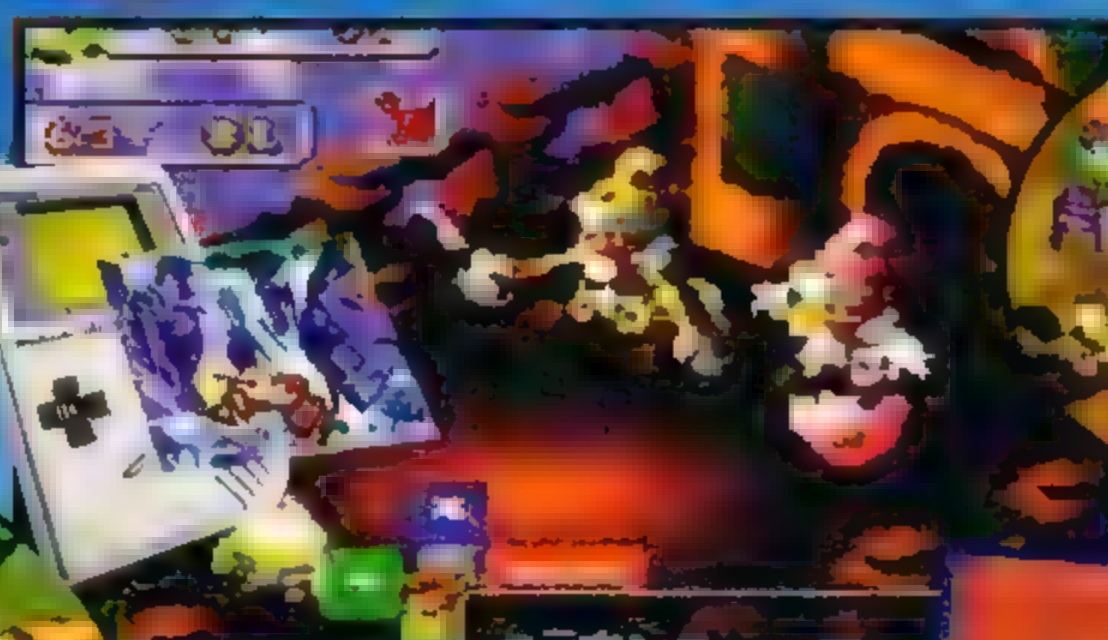




Boy Atlantis

mean good news for fans of the old style game as cart prices are likely to fall dramatically if a new version is released.

The best news is that over the next year Nintendo fans have a new 64-bit console to look forward to and a new 32-bit hand-held – something no other games company can boast.



YET ANOTHER COLOUR GAME BOY

Last year, Nintendo released the first 'colour' Game Boy with their set of six Game Boys in interesting hues. Same colour screen of course and no technical innovation, they simply dipped old Game Boy's in a few different pots of paint. Now the customising has continued as the Manchester United Game Boy is being released. Retailing at £49.99 (£59.99 with 'soccer' game) it is the classic Game Boy in another new strip (although not the dodgy grey one). As Manchester United put it you can now play the world's best selling hand-held videogame system with the world's biggest football

Fancy owning one of these rare Red Devils? Only 50 left to you mate.

team. Call the Manchester United hotline on (0161) 877 9777 if you're interested in becoming a United player. It is unlikely a Portsmouth Game Boy will be released.



Position Of The Month

Position: Editor



Position: Editor

Getting It Right: Turn up late, read a few magazines, make fun of your staff writer, make the odd cup of tea and smile a lot.

What's In It For You: You get paid to play games and have fun.

Special Requirements: None.

Editorial Rating: 1 (easiest, 5 most difficult)

I'd Just Like To Thank...

JUST LOOK AT HER FACE

In the '80s you couldn't go anywhere without seeing somebody in a 'Frankie says' T-shirt. Now, in the '90s a similar fashion craze is set to sweep the nation. And this time it's Hazel that's doing the talking.



After agreeing a contract with Versace to use her picture on T-shirts worldwide, Hazel is set to quit her job here at future as she rakes in millions from the distribution rights of her image. Out of loyalty to TOTAL! she has let us have five of the shirts to give away as prizes in the magazine and these could be on your backs before they have even appeared on the catwalks of Milan. Simply tell us what Hazel should say on her next T-shirt and send your answer to Hazel says, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.

Tim is a star – it's official. We reported last month that of 2,500 entrants, Tim had got down to the last 30 in the Lloyd's Bank Channel 4 Film Challenge. This month it was announced that he had made the final six and that his play *The Cold Season* is to be made in the summer and shown on Channel 4 this Autumn. He goes to BAFTA on April 29 to meet the directors. We're mightily impressed with his efforts around here and are setting our videos months in advance to see the play. Even better news is that if Tim's play is judged as the best, he will pick up a large wad of cash and has promised to take us all for a slap up meal (I never said that – Tim). Fingers crossed then.



T.H.Q. IN DISNEY FRENZY

The recent Disney bonanza is set to continue as T.H.Q. have just secured the rights to all of their games.

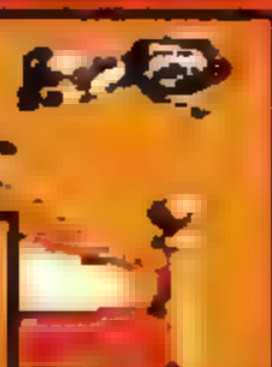
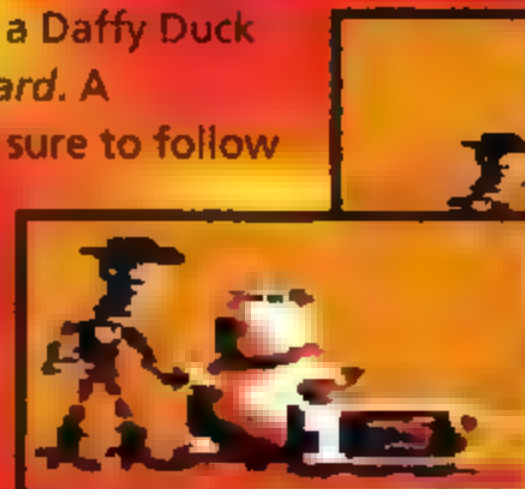


Following on from *Toy Story* and *Pocahontas* on the Game Boy, they have *Pinocchio* for the SNES waiting



in the wings together with a Daffy Duck SNES title called *Maui Mallard*. A *Pinocchio* Game Boy title is sure to follow

and there appears no end to the long list of Disney titles that will be made available.



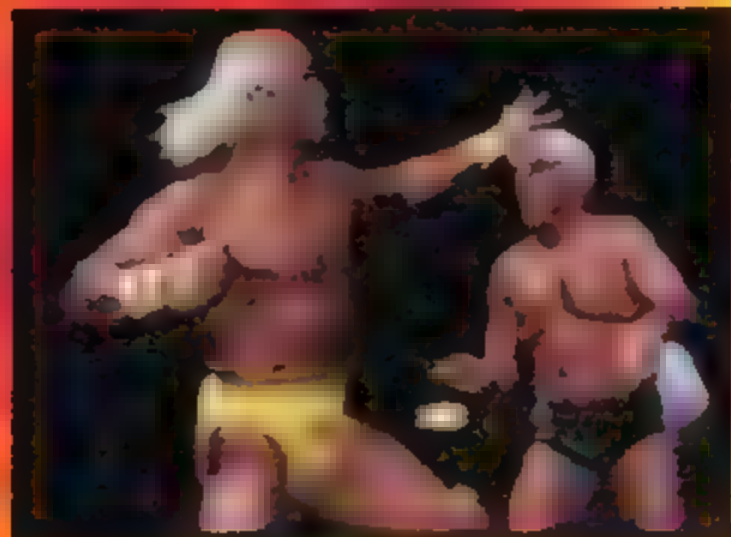
Football Pie For Nintendo

Nintendo have put their hand in their pocket this month to show support for Rob's two favourite things in life – football and food. They are sponsoring the amazing new Football Restaurant which has recently opened in London's West End. The restaurant is full of footy memorabilia and Nintendo will provide many of the video sequences to entertain diners. Already heavily involved with the Premier League, this further strengthens Nintendo's links with the game and is yet another reason why they are simply the greatest games company in the world.



WCW NITRO COMPO

As some of you satellite and cable kids might have already seen, WCW Nitro kicked off this April on TNT and top wrestling action can be seen every Friday evening at 7.00pm. As long as you're fully cabled or dished up that is. All the stars of your favourite Wrestling games and programmes are included – with top stars Hulk Hogan, Randy Savage and Sting (that's not the singer by the way) leading the way. To get you in the mood we have some top wrestling goodies to give away. For one lucky person there is a complete pack to

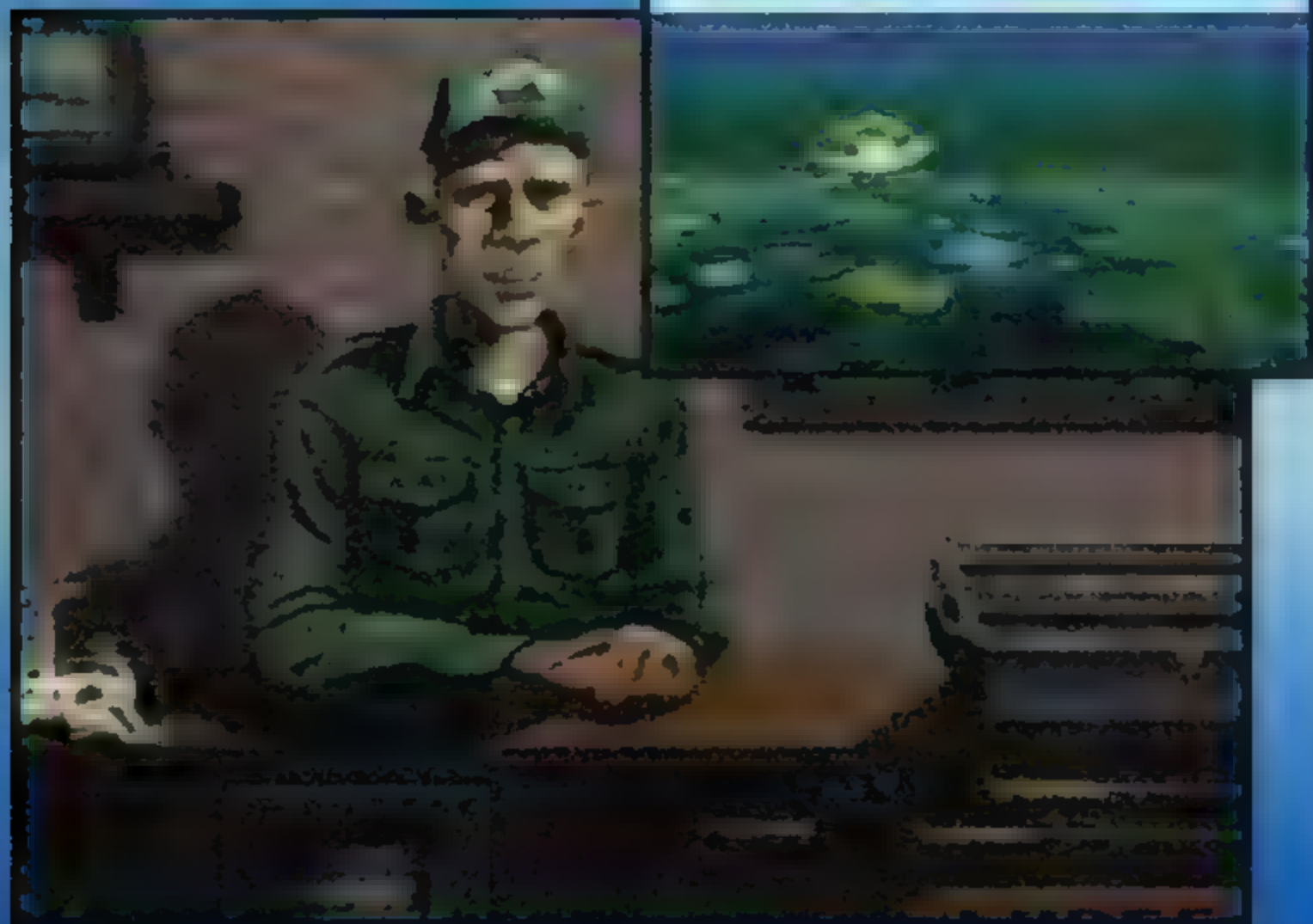


be won of Hulk Hogan Embroidered Hat, WCW collector's watch, WCW Milk Caps, Hulk Hogan Doo Rag, Hulk Hogan Wristbands, Replica WCW Belt and WCW Nitro T-shirts. Five runners up will get T-shirts. Just tell us what WCW stands for and send your answers to Big blokes in pants, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.



Another Master Baiter

Bass Masters Classic: Pro Edition is an improved version of last year's Bass Masters Classic, a game developed together with the Bass Anglers Sportsman Society to be one of the most realistic sims ever created. But does more realistic mean more boring? Five hours in front of your telly with only varied sandwich fillings to create any excitement. This improved version has larger lakes, more pro-anglers and a more varied gameplay. It should be available from importers shortly, and keep your eyes peeled for our fishing sim round-up over the next couple of months.



SQUARESOFT GET SOFT

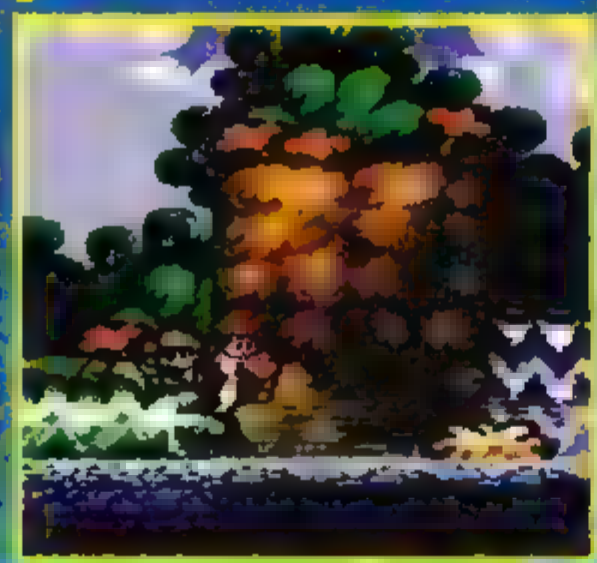
Squaresoft, the creators of great games such as this month's Super Mario RPG, are to create their first beat-'em-up according to reliable Japanese sources. They are said to be developing a 32-bit 3D fighting game, their first one-on-one fighting title. Namco are rumoured to be involved in the project, with the game likely to be similar to their own beat-'em-up Tekken 2, which is available on the PlayStation. Sounds great, the only worry is whether or not it will make it onto the Nintendo 64. The recent break in relations between Nintendo and Square would seem to indicate not, but their past relationship may sway the issue. Only time and TOTAL! will tell.



Totally Recommended

Yoshi's Island (94%)

Yet another *Mario*-style platformer, but still we're not bored with them. This is shorter in length than previous *Mario* titles but the gameplay has far more depth to it. The graphics are also improved and contain hundreds of original special effects. Nintendo really can't put a foot wrong when it comes to this genre and this is a must for any serious gamer.



Theme Park (93%)

This gives a whole new dimension to the God sim as you create your very own *Theme Park*. Stunning graphics, an excellent soundtrack and an involving gameplay make this a corker of a strategy game. With infinite combinations, this is also a game that's built to last. We love this game to bits and would heartily recommend it to anyone.



ISS Deluxe (95%)

Seven months ago we said this was the best footy sim ever to appear on the SNES. The passage of time and the arrival of *FIFA '96* has done nothing to change that view. This is the perfect blend of excitement and realism, full of atmosphere and brilliant graphics. It's by far the most intuitive football game we've ever played. Great tactics, great action, great fun.



Doom (93%)

Somehow the PC game of the decade has been converted into a brilliant SNES game. Guns and gore galore as you travel around hell in search of demons. Challenging and satisfying. The graphics are virtually unchanged from the PC version and the excitement is certainly not diminished.



CHARTS

Swapsies at the top as *DKC2* and *Killer Instinct* change places. *Donkey Kong Land* is still tops on the Game Boy though.

GB

- | | |
|----------------------|--------------------|
| 1 Donkey Kong Land | 10 FIFA Soccer '96 |
| 2 Super Mario Land 3 | 11 Killer Instinct |
| 3 Super Mario Land | 12 Primal Rage |
| 4 Donkey Kong | 13 Wario Blast |
| 5 Worms | 14 Galaga/Galaxian |

SNES

- | | |
|---------------------|------------------------|
| 1 Killer Instinct | 119 Doom |
| 2 DK Country 2 | 120 Super Punch Out!! |
| 3 FIFA Soccer '96 | 13 Kick Off 3 |
| 4 Yoshi's Island | 14 Illusion of Time |
| 5 Super Metroid | 15 PGA Tour Golf '96 |
| 6 16 Urban Strike | 16 10 Super Mario Kart |
| 7 6 ISS Deluxe | 17 Mickey Mania |
| 8 11 Theme Park | 18 Weapon Lord |
| 9 13 Primal Rage | 19 Mortal Kombat 3 |
| 10 NE Stunt Race FX | 20 12 Street Racer |

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• MK3
• Secret of Evermore (RPG)
• Secret of Mana 2 (Jap)
• Secret of the Stars
• Super Puyo Puyo Remix (Jap)
• Yoshi's Island

• Assault Rigs
• Dark Stalkers
• Defcon 5
• Descent
• Destruction Derby
• Doom
• FIFA 96
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• GEX
• GT Racing
• Kings Fields (RPG)
• Krazy Ivan
• Namco Museum Volume 2
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• Ridge Racer Revolution
• Road Rash
• Romance 3 Kingdom IV (RPG)
• Street Fighter Alpha
• Tekken 2
• Tekken 3
• Viewpoint
• Wipeout
• X-Men

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• Creature Shock
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• FI Live
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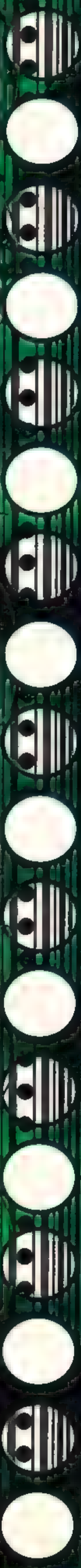
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SPORTS QUESTIONS



A QUESTION

The developments being made in the world of Nintendo 64 sports sims are, errrr (affects David Coleman Spitting Image finger-in-ear voice) quite remarkable. Quite literally both home and away. And, errrr this – as they say – is what we think will happen next...

Hello, and welcome to another round of *A Question Of Sport*. I'm David Coleman. This month we have four v-neck jumper-wearing guests from the world of sport ready to display their lack of humour or social skills, and share their specialist knowledge with you. Three of them are from proper sports (football, cricket etc) while the other is a token female from some minority sport such as synchronised cycling. On Ian's team we have Tim Weaver and Chris Day, experts in the world of basketball sims and American football sims respectively. And on Bill's team are football, golf, tennis and baseball expert Rob Pegley, together with three-day

(tea-making):
eventer, Deb
Cook.

So, Chris, before we start, perhaps some inane chatter about your season to date, in which I'm far too gushing and enthusiastic?

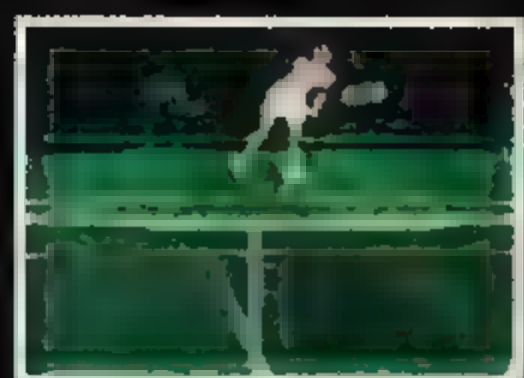
'Yeah, sure David, and I'll talk to you as though we've been friends for years' (And perhaps, ha, ha, ha (laughs hysterically))

I could find random things you say funny even when you haven't made a joke.

'Perhaps David (Chris looks bemused). Anyway the season started well enough for me, but...'

'Great, and I'll probably cut you off

halfway through a sentence because I've not been paying any attention. Excellent. Then I'll move onto some banter with Ian Botham, which although friendly has the undercurrent that Ian actually really hates me. So Ian, how are



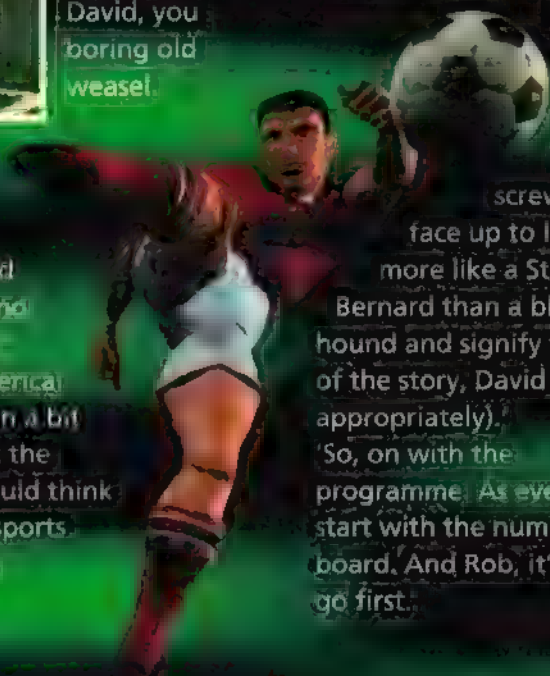


Question Of Sport On the 64



you this week? Still 6-1 down in the series. 'Up yours David, you boring old weasel.

Surely it's about time you stopped combing that sad little bit of hair across your forehead? And what about those England elections... ah? Old boys. He ha ha (more hysterical laughter) quite, Bill, on a bit of a winning streak at the moment. Anybody would think that all you do is read sports books in between doing commercials.

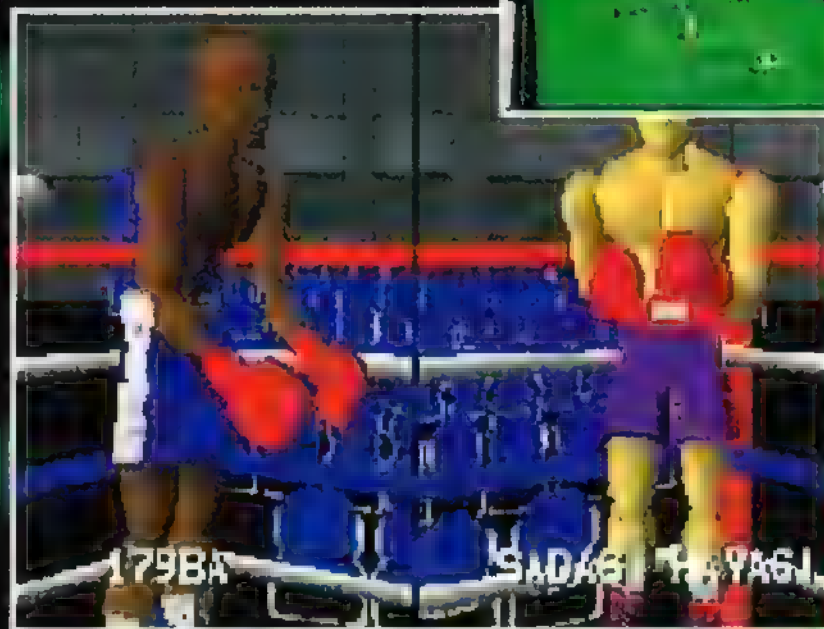
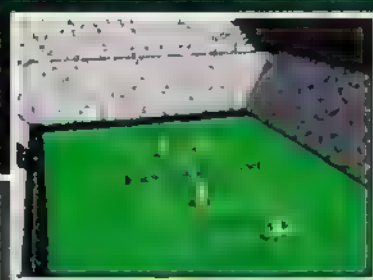


'No. Erro no. Of course not (Bill shifts uncomfortably in chair). But hmpph hmpph schmmms (at this point Bill launches into some sad old rugby anecdote which nobody can quite

understand, but when

he screws his face up to look more like a St Bernard than a bloodhound and signify the end of the story, David laughs appropriately). 'So, on with the programme. As ever we start with the numbers board. And Rob, it's you to go first.

'Keep your eyes on the boxer on the left. What happens next?'



The Numbers Board



"I'll have number one please David! Should be an easy one for you Rob..."
 "Ah ha, yes, it's *International Superstar Soccer Deluxe*."

"It is indeed. Two points. But I think there's an interesting story you've got that goes with this one, isn't it?"

"Oh right, about the naked bloke in the shower cap with the fish..."

"Er, no (David looks nervously off screen), er, I was thinking..."

...about the Nintendo 64 connection."

"Oh, long year. Of course. Well, latest rumour is that Konami are to develop their brilliant football title as a Nintendo 64 title likely to be called *ISS 64*. Not many more yet, but it does seem a shame to see the game go to Nintendo, and the best of the product is date. Definitely one to look forward to."

"Yes indeed. Chris I think it's your turn."

Friendly banter and sportsperson's humour



Follows and everybody surprisingly goes their turn right, the numbers are as follows:

2. FIFA '97 from Electronic Arts

FIFA Soccer and *FIFA '96* are currently available on most formats including PlayStation and Saturn and *FIFA '97* is currently in development for the Nintendo 64, it should be superb.

4. Onside from Elite

Available on a number of formats it is possible that this may become a Nintendo 64 game in the future although there is nothing to confirm it at present.

5. Striker '96 from Time Warner

Another underrated footy sim that has been released on various Next

Gen platforms. If Time Warner wish to develop a footy sim for the Nintendo 64 they could do worse than this.

7. Goalstorm from Konami

Konami are bound to have a number of games developed for the Nintendo 64 and although *ISS Deluxe* is likely to be one, that does not preclude other football titles.

8. Actua Soccer from Gremlin

One of the best soccer games available on the PlayStation, this may become a Nintendo 64 title but only if Gremlin decide to develop for the platform.

9. Prime Goal from Namco

A throw-away footy title, but with their links to Nintendo Namco could become another who get involved with the N64.

11. J-League Winning 11 from Konami

Another Konami football game and you can never have enough of them frankly.

"Okay you get one point for 'football sim' but what is the game actually called?"



Just let me know the year and the game...

Okay, Ian's team: I number of images for you and some music for you to listen to.

...the year this takes place and who the big bloke with the base-

...the lyrics 'I'm a Fire

Engine, 'You're a Fire

Engine', this is followed by

Status Quo style riffs with a

Manchester draw over the

top. She I got a bumper and a rabbit... Thumper, but I think I might dump her... about girls and Dads and love and... playing, the... and below are shown... the team confers and Ian speaks:

...Baseball?

some more?"

...those England selectors

don't have any idea at all.

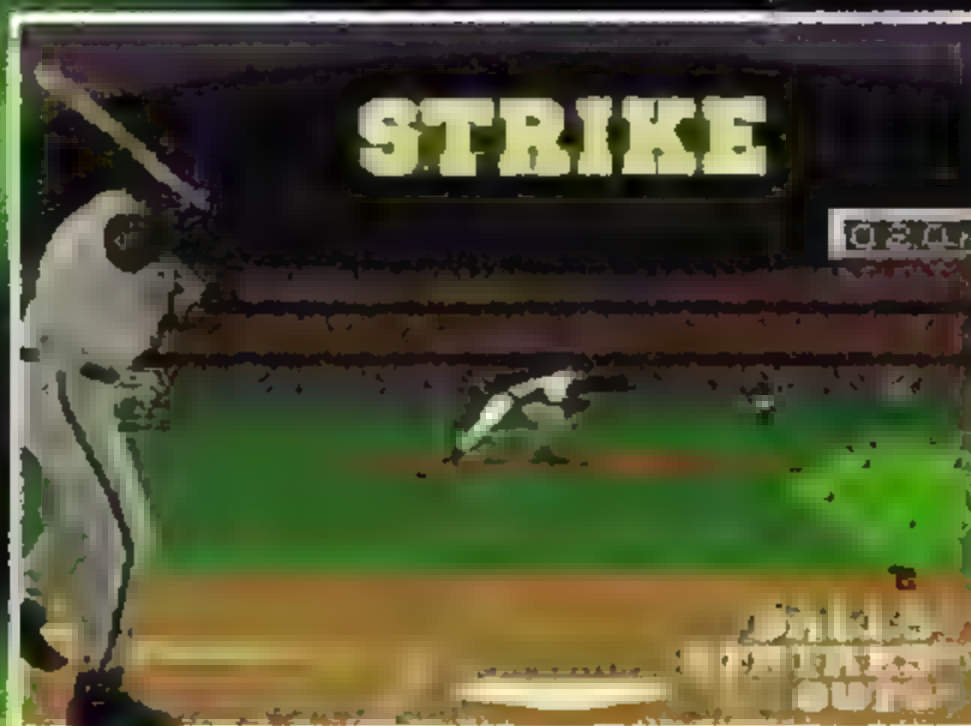
About the game?

Oh right, well it's a 'baseball' game with superb graphics and great action currently



being developed by Acclaim in America. It's likely to be the best of its kind and is set for an early release.

Well it could be 1953, but videogames weren't around...



Bill now it's you turn, simply tell me the year and who the big bloke with the baseball bat is

Techno music starts etc etc

It's Ken Griffey Jr Baseball due out in 1997, a baseball sim with superb graphics and great action etc etc

Yes, well done Bill. Good answer, but I'm not sure you're really grasping how the show should work and frankly you've had a good six years to work it out mate.

How do you mean Dave?

Well, it's a television programme. Our main aim is to entertain, not to have you show off your sport general knowledge.

But, I only

But nothing, you're a nice bloke Bill but

...about sport but at least they were talking to me with Barry...

wives thought he had a nice smile. You, you're just too good and you've got a funny voice and a fat face. I hate you! By this point David Coleman has his finger firmly in his ear and has lost it completely. Bill apologises: 'Sorry, David, I never realised. I always thought you liked me

and hated Ian Griffey if you like?

'Go on then' David is wiping tears of anger from his eyes

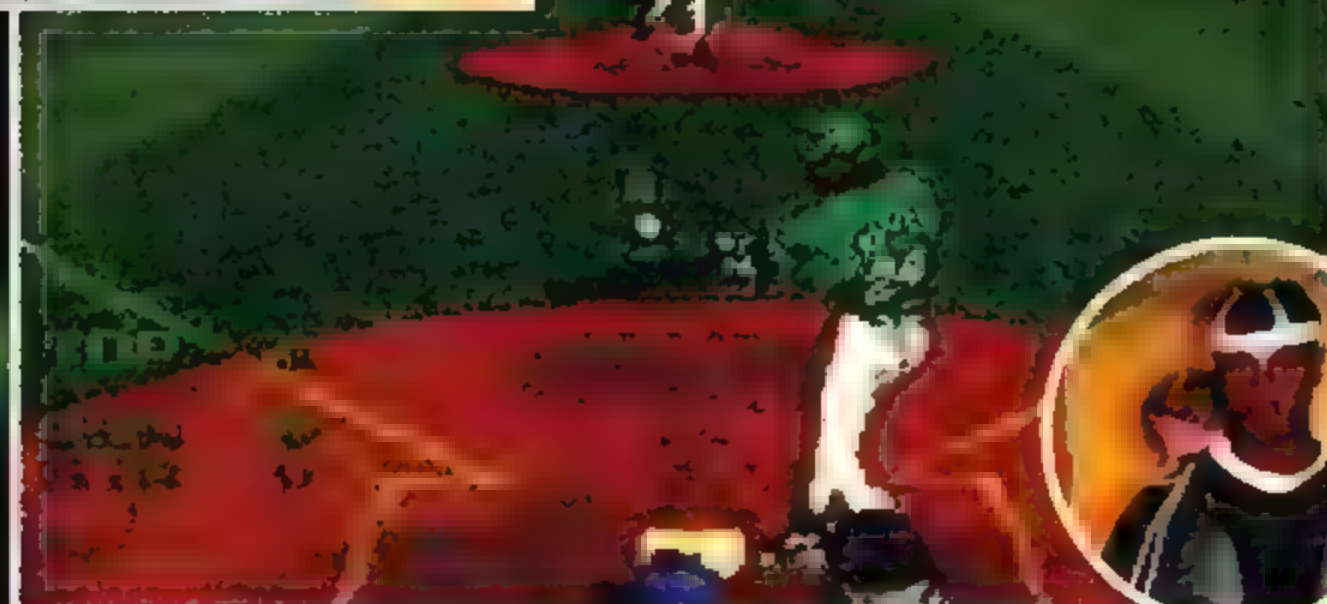


and starts to smile as Bill begins to speak: 'Well, the thing about Ken Griffey Jr is he's a damn handsome haw haw.' 'Great Thanks Bill.

1652, but then I suppose there wouldn't be any live coverage of baseball. Or baseball for that matter...



But by the look of these motion capture stills I'd say it was 1997, but then I'm only guessing as time as a future concept is difficult to pin down. I'll ask our mystic Peg.



MARINERS	
Name	K. GRIFFEY JR
Position	Center Fld
Bats	Right
Throws	Left
Hit	162
Power	115
Speed	110
Arm	110
Fielding	110
Runs	622
Home Runs	200
RBI	39
ERA	4.5
WHIP	1.04
WAR	6.17

Home or Away

Everybody knows the format of this round and indeed the readers are well aware by now that this whole thing is just a charade acted out by the TOTAL! team with some cardboard cut-outs. So, we'll dispense with the 'I'll go home please David' lines or the daring 'we'll try away, I think David'. We certainly won't roll out Ian Botham's tired old 'I'll risk it and go home please David'. And if anybody reading this has EVER been in the studio audience and laughed at that, well DON'T.

So forget A Question Of Sport for a second, here are four golf games, all of which are possible Nintendo 64 titles of the future. The tenor is that some are designed at home and some are designed abroad (away) sorry.

'Tim, a tough away question, what is this sport shown below?'



'Erm, is it hockey David? No, rugby. Snooker, it must be snooker. Oh, I give up.'

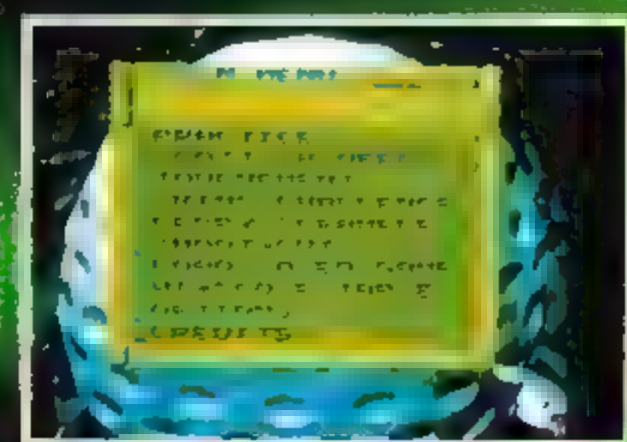


1. PGA Tour from EA

EA's PGA Tour is a classic example of a game that has been made yet. If Electronic Arts develop their relationship with the PGA Tour, this could be a real contender for the Nintendo 64 and this is one of the best. Already available on Next and PC formats it is a must for the future.



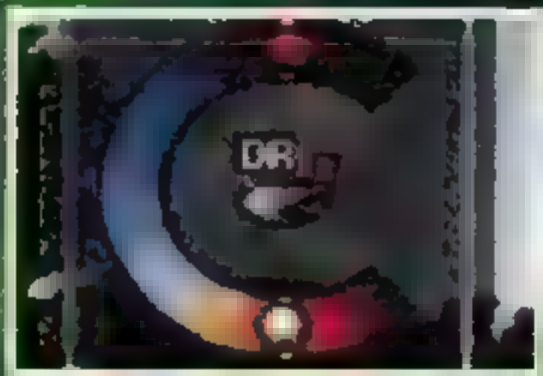
'Deb, maybe you can learn from Tim's mistake.'



'Is it tea-making David? No, coffee. Erm, hot chocolate?'

2. Scottish Open from Core Design

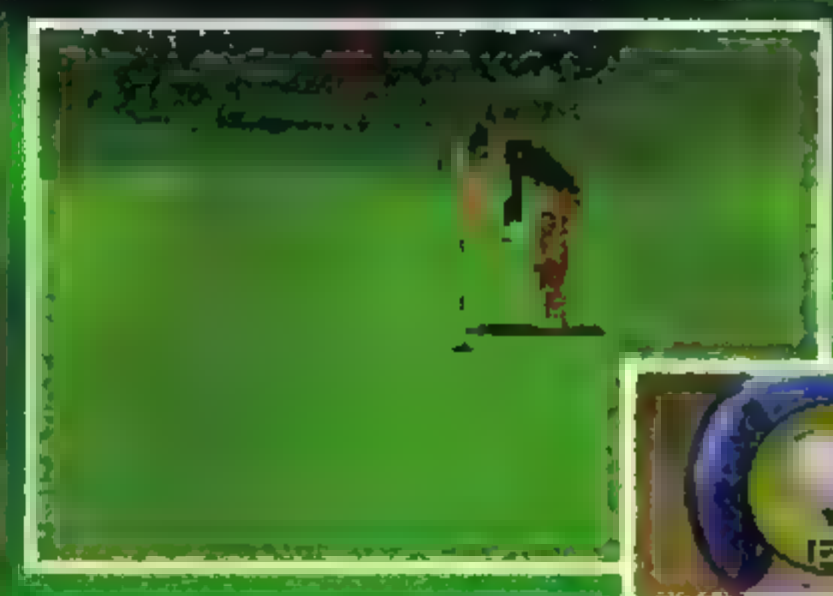
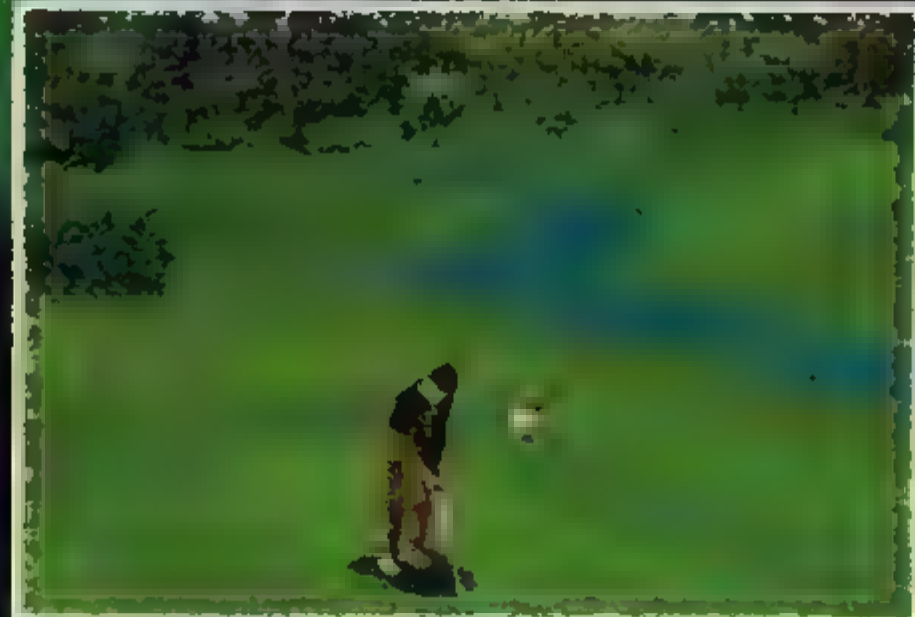
A golf game which owes more to arcade fun than replicated British courses for a change. Which is great should it ever make it into the Nintendo 64, but with the Japanese and American audiences, that is the only reason that it doesn't. A fun PlayStation title but no great loss to us if it stays that way.



'Sorry David, I apologise for my team's stupidity, it's quite obviously golf. Crazy golf.'

3. World Cup Golf from US Gold

US Gold have yet to become involved with the Nintendo 64 Dream Team boys, but with a golf game like this Nintendo may be tempted to tell them the password. The password is Nintendo 1994 and with Nintendo we live in the present, the selling points are the graphics and presentation. Possibly one for the US consumer.



4. Actua Golf from Gremlin

Again designed in the great Gremlin Motion Capture studio - along with the other games - this is a real contender for the Nintendo 64. But if they do a conversion of this would be very nice thank you very much.

What Happens Next?

Hasn't this improved since Emlyn Hughes left *A Question Of Sport*? He used to practically have a seizure every time he answered it with four differing ridiculous scenarios. Now they just get on with getting it completely wrong so that we can see a funny clip of sport gone wrong.

Anyway, on with the David Coleman false head, finger in ear and 'Erre, a difficult one for you this, *Madden NFL* has been released every year on every format ever since the year 1953, so when the Nintendo 64 is released and everybody wants and American football sim, errr, what happens next? Ian.

'Does he fall over and accidentally crush the referee?'

'Not quite, you're almost there.'

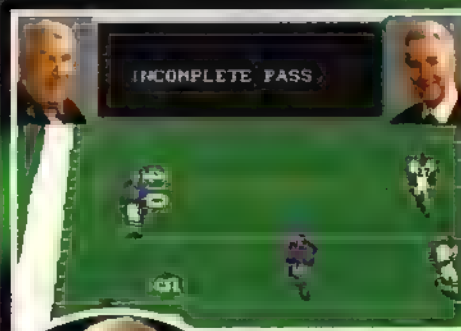
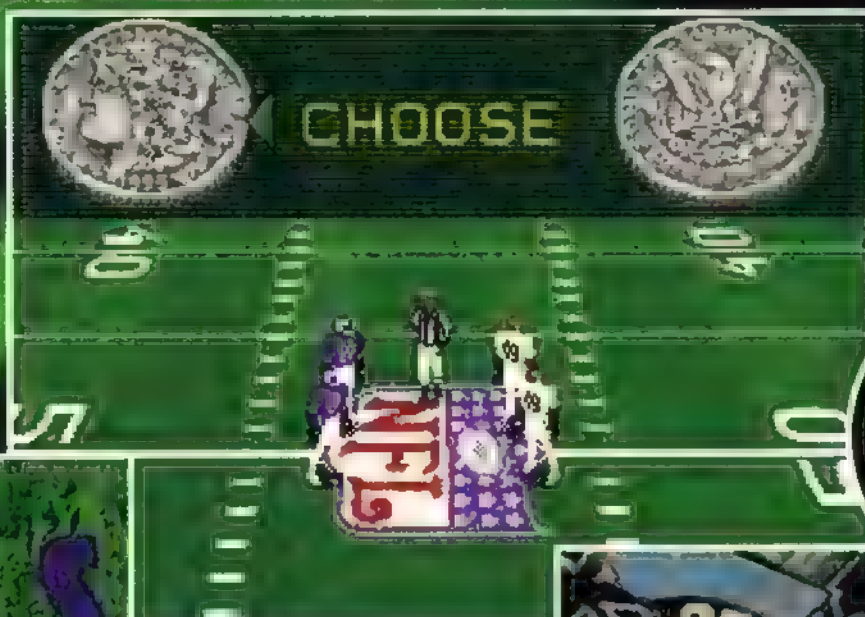
'He doesn't fall over and accidentally crushes the referee?'

'Slightly off track now and not to say a tad surreal.'

'Do EA release a spectacularly brilliant version

of *Madden NFL* for the Nintendo 64 better than anything ever seen before?'

'Well, actually we have no idea at present (an) but it seems very reasonable. I'd bet my grandmother on it happening were she still alive.'



'I reckon, that guy on the left has called for a pass.'



'... incomplete pass and the guy on the right has called him an idiot. So they start fighting, and then the players join in and there's a big bundle. Am I warm?'

'Bill your turn. Konami - one of Nintendo's biggest buddies, bring out *NFL Full Contact* on Next Gen platforms, the Nintendo 64 is launched, what happens next?'

'They do a version for the Nintendo 64 and it's great.'

'Boring answer, but very probable. Well done Bill.'

'Would you like to say a bit more about the game Bill?'

'Well David, there isn't much on it in my Big Boys Bumper Book Of Sport, but from what my researchers have come up with, it looks like... oh dear, what am I saying?'

'Erm, well done Bill anyway.'



'This one's much easier. The player on the far right is trying to catch the ball, but his arms lock in that position and he is forced to spend the rest of his life as a human hatstand.'



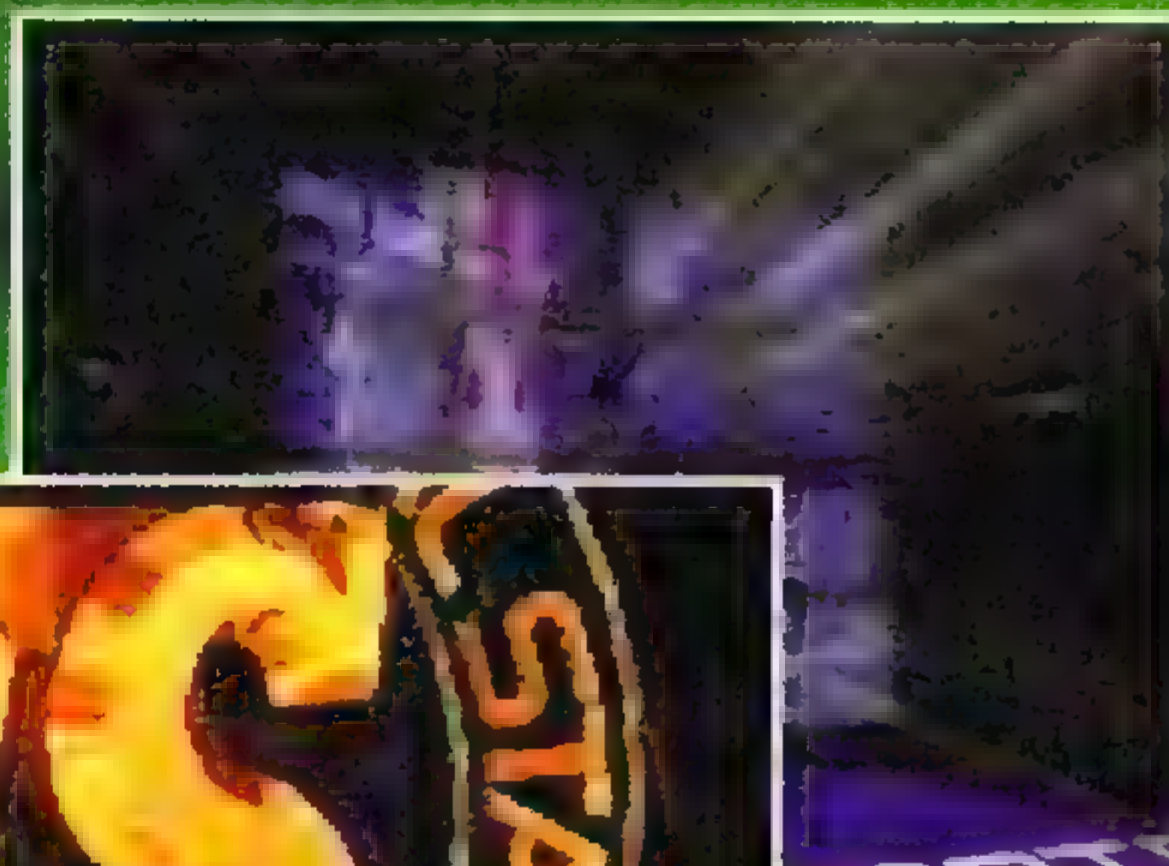
'See, I told you, there's a big bundle and all the players join in and the referee accidentally gets punched on the chin and the goalposts fall over.'

On Fire Round

I found this one and one incorporated solely because TOTAL! have four basketball games they want to discuss and have no pigeonhole in which they can conveniently slot them. So instead of the Quickfire round we have the On Fire (from Downtown) round. So, no questions, just tell us about the games Rob.

1. Monster Dunk from Mindscape

A confirmed starter for the N64 and not yet seen on the platform. Mindscape is a superb company however and you can expect a perfect combination of graphics and action which will lead the way in the genre.



You have 30 seconds in which to describe just how brilliant these Basketball sims above look.



If you said they look the best Basketball sims ever then you'd get two points.

2. NBA Live from EA

Electronic Arts and sport go together like Rob and chips. There is a bond between them. The NBA Live series is available on the PS1, PC, and Saturn platforms but imagine just how good it could be on the N64. We'll have to see if it becomes reality.



3. NBA: In The Zone from Konami

Again it hinges on just how big the friendship is between Konami and Nintendo. Possibly Konami have something else up their sleeves, but if they simply go for the obvious route in the future we'll be more than happy.



4. Converse Hardcore Hoops from Virgin

Virgin are a great company, this is a great game, here's an idea 'why not stick it on the Nintendo 64?' Nothing said about this one yet but it looks good so it's worth a mention. Next.



Bill, you lead in by a whisker.

The Numbers Board (part two)



Final round and indeed a final round-up of things to look forward to:

1. Wayne Gretzky Hockey - Time Warner
2. NHL - EA
3. NHL Hockey - Gremlin
4. Boxers Road - Jap
5. Foes of Ali - EA
6. Power Serve Tennis - Ocean
7. Sampras Extreme - Codemasters

10. 3 - Decathlon - Virgin

11. Cruis'n USA

12. Decathlon



Just some of the great games that may be on the N64.

Final word goes to Bill, take a bow Bill - Well now, how much more can I say? Thanks Bill.

The End



And that's with the score is 7-4 to Bill, or was it 5-1 to Ian? As if anyone cares, we just want to look at some sport and test our knowledge. One final thought: What's the best sport in 1997? The answer is simple. The answer is N64.



Ask The Professionals

Remember the programme, *The Professionals*? No, neither can we. Well, Rob and Debs can. But that's because they're old. Anyway, the point is, it's all rather relevant to this feature.

Tetris

PGA Tour '96

Lemmings 2

Micro Machines 2

Super Mario All

Stargis

Killer Instinct

Cannon Fodder

ISS Deluxe

Civilization



When games come in for review – and we decide that we like them – we often witter on about how the games capture the realism of the subject they're based on. But how

do we know? How do we know that *Civilization* realistically translates settlement-building onto the SNES? I mean, have we ever been involved in building cities? Nope. Never. Rob's been involved in wrecking them, that's for sure, but never building them. And as for recreating football games. Well, we all think we're certified experts at the game but have we ever played in front of a packed stadium and tried to play an intricate passing game? Nosiree. We haven't. Oh, Chris has played an intricate punt it up the field and hope for the

best game in front of two old men, a pitbull terrier and a mother pushing a pram but that hardly qualifies him for a job on Match Of The Day does it? So, how do you go about trying to find out whether games are a realistic

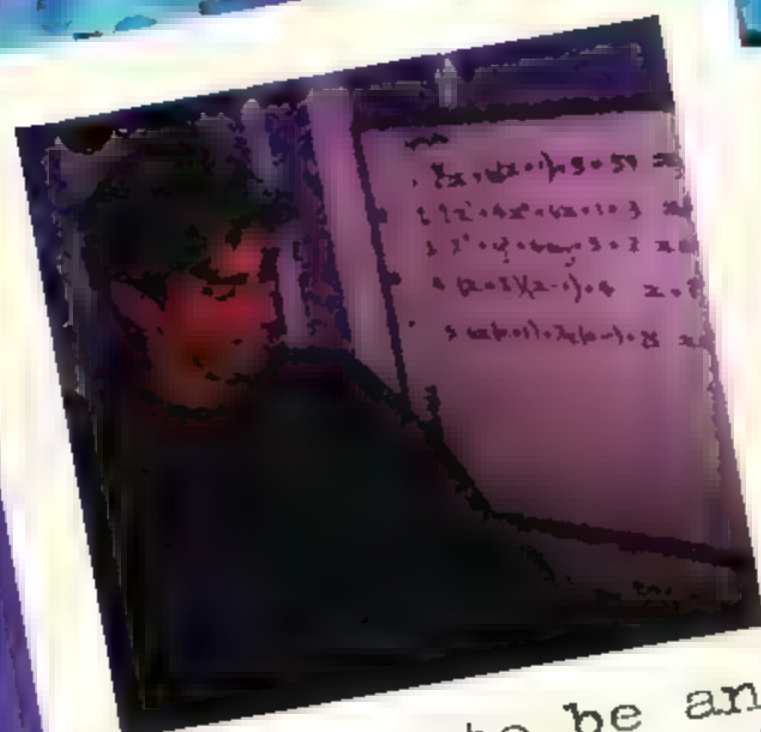
interpretation of the subjects? Well, you ask the professionals of course. TOTAL's professional idiot, Tilm, investigates.

The Rating System

	An almost exact interpretation of its subject.
	Not bad. Some elements need improving on but, overall, pretty close to how it should be.
	Average. Some aspects of the game resemble its subject but much of it is a way off.
	Way out. The game may as well be 'Sing Along With Frederick the Aardvark' for all the difference it makes.

essionionals

Tetris



'I used to be an expert at Pacman'

Place: St John's School, Bath. A small, blue coloured reminder of '60s architecture at its very worst. There are more football pitches than in the whole of the Endsleigh League and the Headmaster, John Twyford, keeps forgetting that I'm not actually one of his pupils. 'I'm going to take you to Mr Andrews. He's a Maths teacher and he'll help you with your problem. Is that okay young man?'

Jeremy Andrews, head of the Maths Department at St John's. 'As far as I'm concerned, there is nothing better than Maths. To sit down and spend a little time working out how to make a from b and c

and then come up with the right answer. It's a great feeling'. I laugh, thinking he's

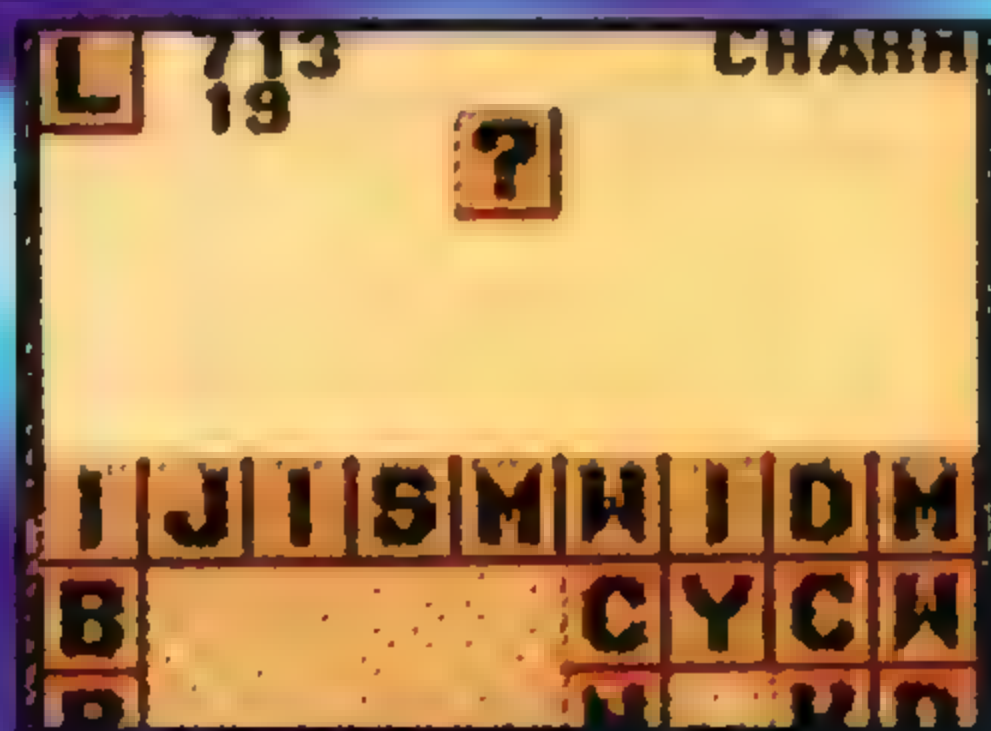
messing me around, but in fact he's deadly serious. I nod my head and agree, although I'd rather contract the plague than do anything remotely like what he has just described.

Vital Statistics: 'Games? Oh yes. I've played lots of games. You know, Space Invaders and stuff. I used to be an expert at Pacman'. I laugh again. Surely he has to be joking this time. Nope. He's serious. I look at his purple shirt and brown tie and decide that he must be a timewarp victim. Circa 1980. That'll explain it.

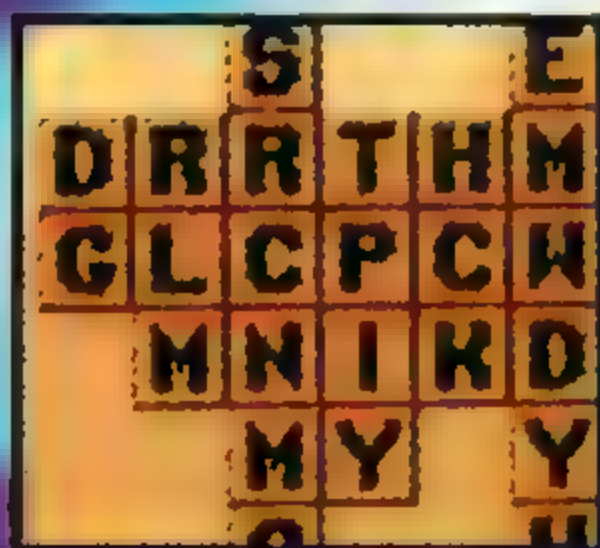
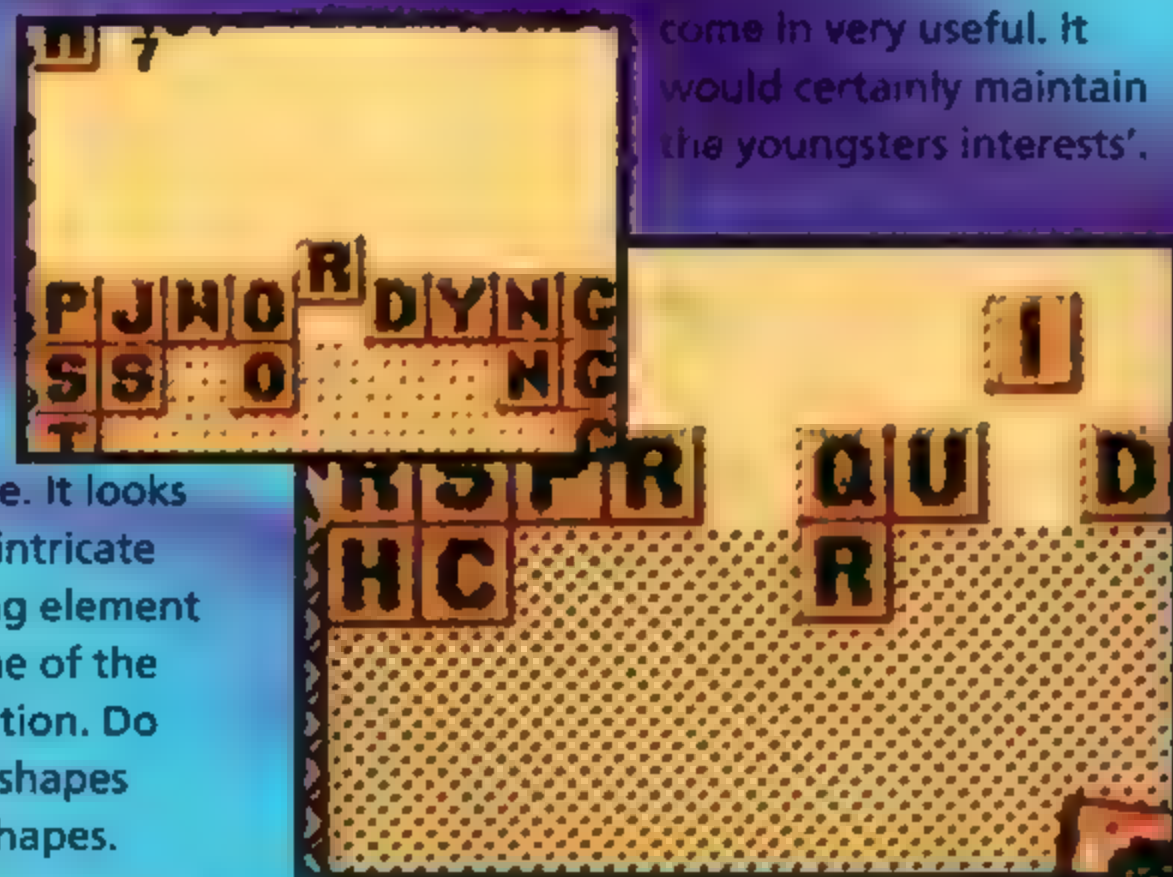
Tetris. The game that launched the Game Boy.

Success: Slow to start and looked like he might be to Tetris what Pavarotti is to hang-gliding but after a while he got to grips with the – let's be honest – fairly simple concept and actually did rather well. Considering that the last game he played was Pacman.

'I enjoyed the game. It looks fairly simple but is actually quite intricate and taxing. And the puzzle solving element of the game is very similar to some of the thinking we do in Maths. Tessellation. Do you know about that? It's where shapes bind together to produce other shapes.



Some of the younger pupils are learning about it at the moment. Quite honestly – in moderation – this game would probably come in very useful. It would certainly maintain the youngsters interests'.



OVERALL:

Certainly relevant to what we are studying.

PGA Tour '96



'My son's got a Mega Drive'

Entry Hill Golf Course.

It has a slope that Mount Everest would be proud of and more trees than the Brazilian Rainforest.

Person: Peter Flannery, Semi-Professional



Golfer. 'Golf is the most enjoyable sport in the world, in my opinion'. Yes, I nod in agreement although, quite honestly, I haven't heard such a ludicrous statement since Rob said he was becoming teetotal.

'I'm not very good at games. My son's got a Me... is it Mega?' Mega Drive, I tell him although it stings my throat to mention those horrid words. 'Yep, that's it. Mega Drive. He's got a couple of

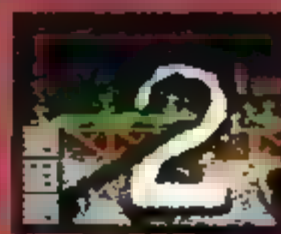
golf games on that but they're not very good'. We could have told you that for free.

PGA Tour '96. The best golf game currently available for the SNES.

After starting off badly with a seven on the Par 3 opening hole Peter pulled himself into line once he got to grips



Lemmings 2



Clemence'. She smiles. 'Oh, sorry. It's a dog, isn't it? Rover? Or is it Trickles?'

Person: Dr Paul Clemence, Veterinary Surgeon.

Vital Statistics: 'I've played on my son's SNES. He's got *Sonic the Hedgehog* on it.' Has he...?

Test: Lemmings 2. Winner of last month's Best Puzzle Game.

Success: Paul didn't save any of the Lemmings. At all. In fact, he unknowingly nuked them all at one stage. 'Oh. Are they dead?' he says. Remind me never to take my cat to Combe End Surgery.

Conclusions: This has no relevance to veterinary practice whatsoever. Vets are

supposed to save lives. Firstly, the veterinary practice is a skilled job. You have to take precautions - like wearing gloves when examining patients - and this disregards them all. I personally feel that the cursor should be a small glove. That way, children can learn that you can't go fiddling around with a dog (?) with your bare hands and then eat your dinner. Secondly, this encourages unnecessary violence. I mean, take this Nuke option for example. Imagine if Mrs Brown brought her puppy dog in and asked me to look at its irritable bowels and I told her that, 'I can't be bothered with the damn thing' and put it down. It's the same principal, isn't it? No, not really.

OVERALL:



The only relevance here is that you've got to try and keep the animals alive.

VETERINARY CENTRE

Tel. Bath 313995

Surgery Hours

Monday - Friday

9 am. to 10.30 am.

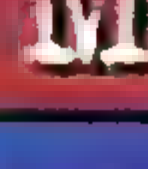
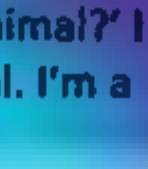
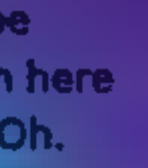
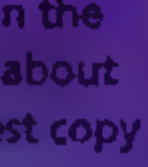
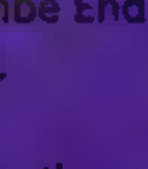
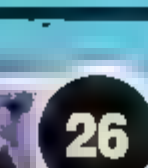
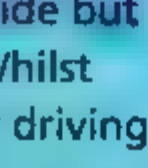
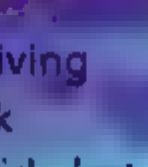
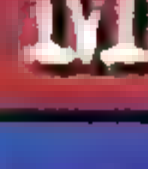
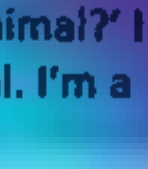
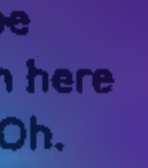
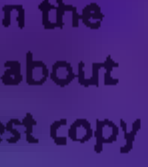
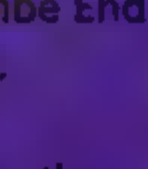
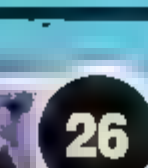
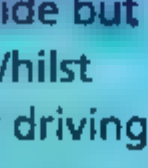
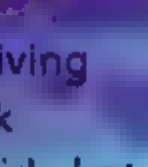
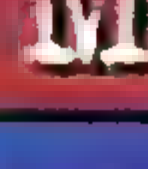
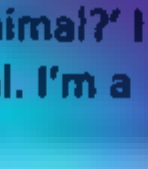
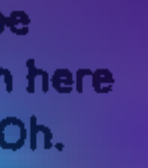
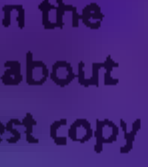
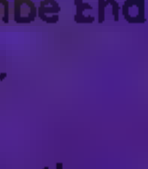
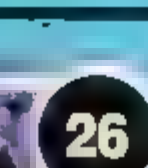
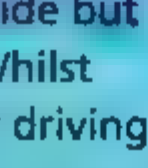
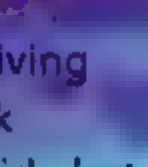
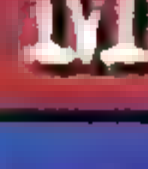
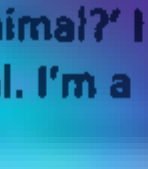
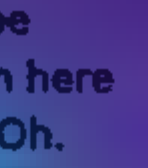
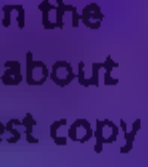
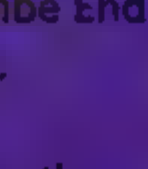
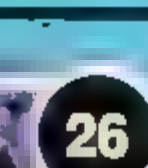
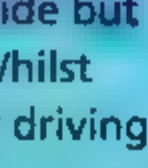
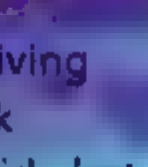
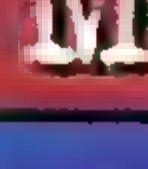
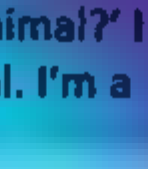
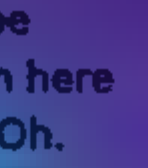
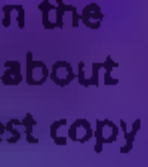
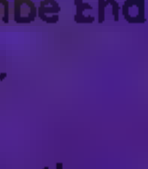
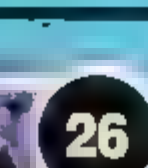
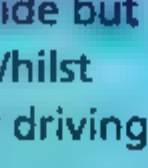
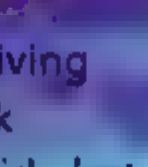
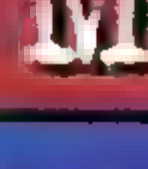
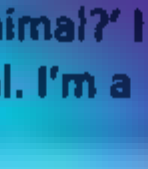
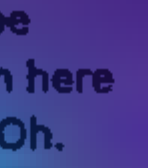
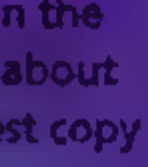
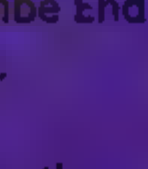
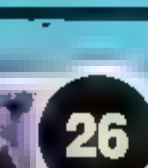
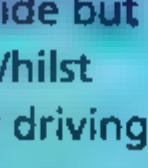
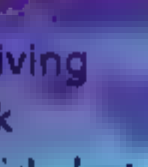
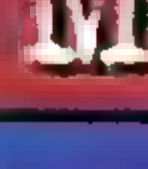
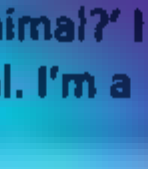
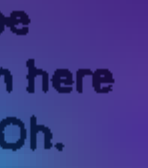
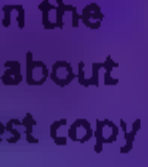
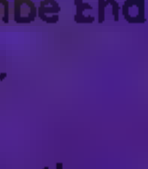
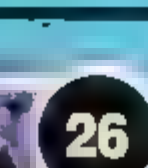
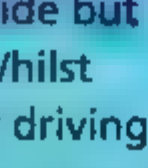
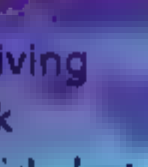
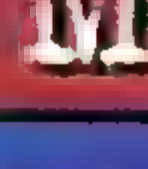
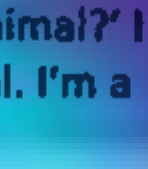
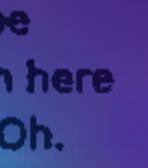
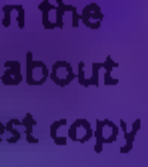
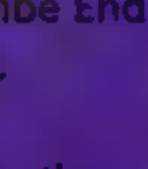
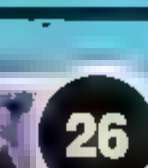
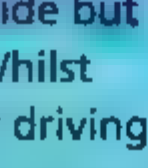
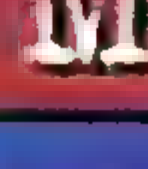
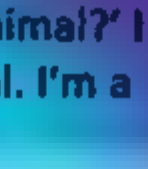
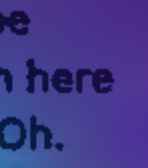
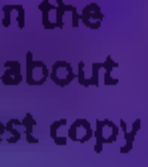
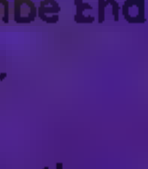
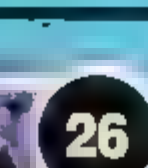
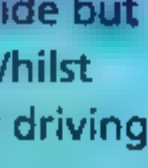
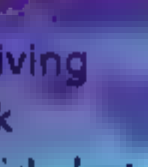
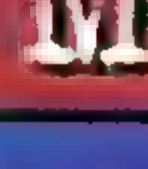
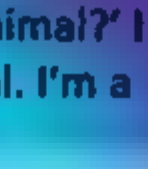
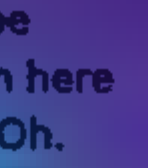
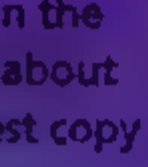
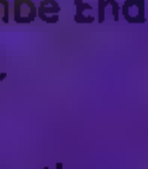
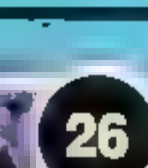
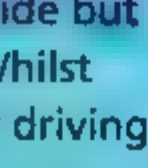
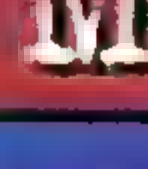
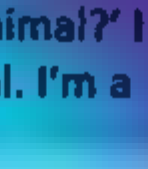
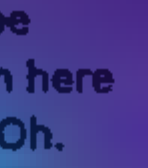
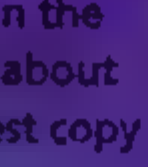
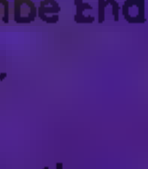
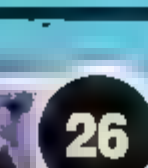
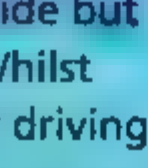
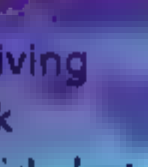
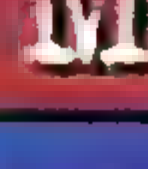
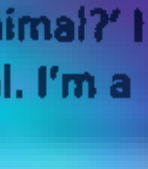
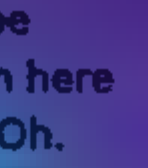
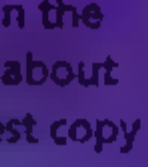
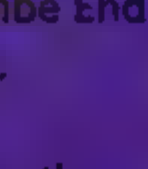
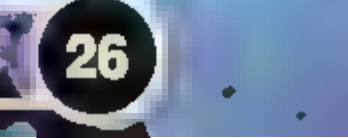
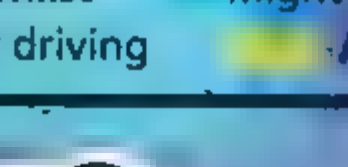
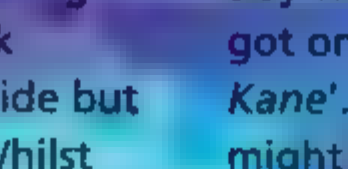
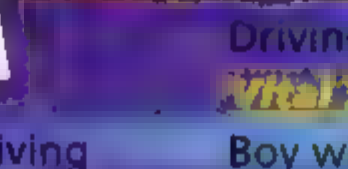
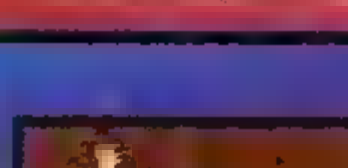
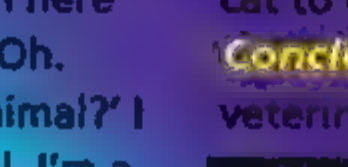
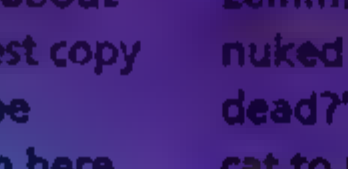
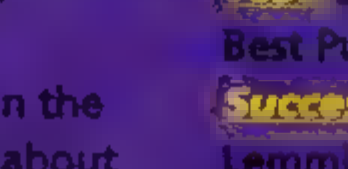
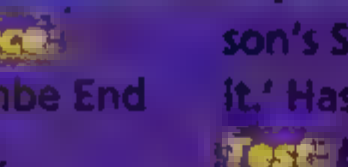
& 5 pm. to 6.30 pm.

Saturday 10.30 to 12 pm.

'Oh. Are they

Home to the most miserable group of pet owners in the world, who have nothing else to talk about bar their dogs' diarrhoea and the latest copy of *Hello!* And the receptionist could be mistaken for Thick Dyer in a wig. 'I'm here to interview Dr Clemence', I tell her. 'Oh. Right. So, what's the name of your animal?' I try to be nice: 'I haven't got an animal. I'm a journalist. I'm here to interview, Dr

Place: Combe End Vets.





with the stroke meter. He ended up with 47 which was four-

teen over par. Very good, considering it was his first go and all.

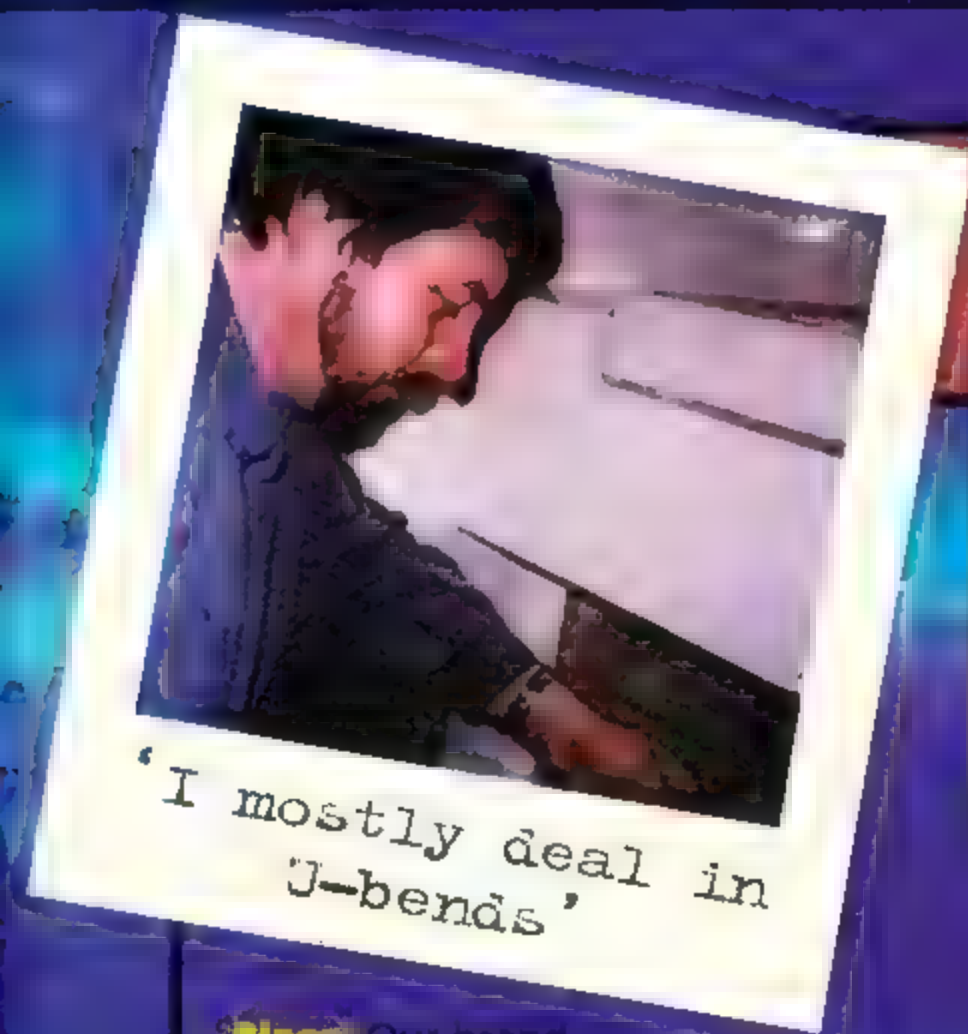
Conclusions: This is very useful. It helps you get to grips with which clubs to use and the rigours of the golf course. There are also

things such as bunkers and wind to take into consideration and I think that's good. As for the realism of it all, well, it's pretty accurate except I don't ever remember having to get my stroke meter on exactly 0% to play a straight shot down the fairway. In fact, I don't ever remember having a stroke meter'.



OVERALL: ★★★★★

A good basis from which to learn the ins and outs of basic golf.

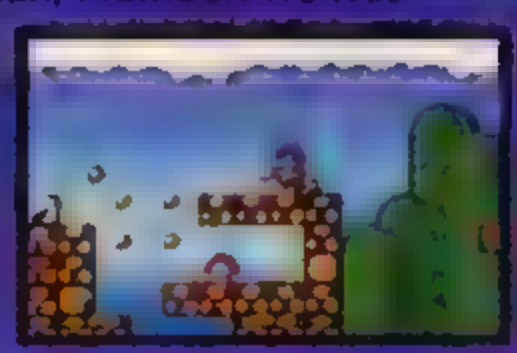


'I mostly deal in U-bends'

Place: Our brand spanking new offices.

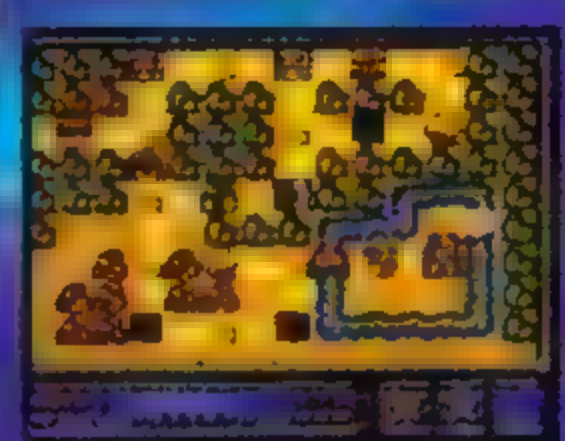
Person: Mike Holman, Plumber. He was repairing our taps. Bless him.

Vital Statistics: 'Never played a computer game in me life, mate'.



Super Mario

ALLSTARS



Should be interesting. **Test:** Super Mario All Stars. Interest in plumbing went up 43% after this was released.

Success: Umm. It took five minutes for him to get past the first screen

and then close on an hour to work out that he could actually jump. But, after those minor stumbles, he was well away and admitted at the end that, 'I like this, I do'.

'It's good fun and that but it's not really very accurate. I mostly deal in U-Bends and leaky pipes. I hardly ever have to save the Princess from Bowser and it's very rare that I have to visit Mushroom

County or Koopa's Castle to save the world from the clutches of evil and darkness. And I tend not to run across multi-coloured levels, jumping on people's heads and finding secret rooms. These days I'm more likely to be found with my Bedford van, a flask of coffee and a leaky drain pipe down Rockwell Road'.



OVERALL: ★

'I've yet to see a plumber who has to save the world before he pops up the local Comprehensive school to check the taps'.



forward – steadily into second gear – these other idiots,

are flying past me. What in the name of God do they think they're playing at? They haven't signalled to overtake for starters and what if there was an oncoming car? It would be complete mayhem. There would be no time to take into consideration the stopping distances at 55 mph – which is, if you're interested, 127 metres – or the equivalent in wet conditions. And whilst we're talking about speed, where are the speed limit signs? I'm remaining at a steady 28 mph – changing up,

smoothly, into third gear – but these other maniacs are going far too fast for a built up area. So, where is the roadside telephone to alert the police? Where are the lay-bys to pull in? Whoever laid out this road obviously wasn't in constant contact with the Council and Highway Patrol as is set out in the 1957 Highways Act. And if you don't believe me check Section Four, Rule Nine. It's all there in black and white. And at the end, all the cars just stop in the middle of the road with '1'

and '2' above them. Well, they might have come in first and second but it's not clever. And are there designated parking bays in the middle of the road allowing them to stop? No, there aren't. That's just asking for trouble, that is. They should pull in responsibly, or if they are experiencing problems with their vehicle, alert other road users to their problem by starting up their hazard lights'.

OVERALL: ★

'It breaks every rule in the Highway Code. If people think this is going to get them through their test, they're sadly mistaken'.



'I've never seen anyone pull off a Flying Mohawk'

Bath Sports

Centre. THE place to be on a Saturday night.

Person Lindsay McCarthy, black belt in karate.

Vital Statistics 'I've never



was like she was born to play the game. Got all the way to Eyedol on her third go but unfortunately lost. I showed her how it was done. And lost in the first round.

'It's like karate in some respects. You know, you have to bide your time and then strike.

But, I've never seen anyone pull off a Flying Mohawk fatality. Or a Puddle Port Attack. And most people just wear a white suit, rather than metal body armour, and use their hands to fight as

played a SNES in my life'.

Killer Instinct. One of the finest beat-'em-ups on the SNES.

The girl McCarthy done good. It



opposed to axes, swords and laser beams. Also, most of the people in our karate class are either male or female. I can't

ever remember having skeletons or dinosaurs in for lessons. And I don't recall having any werewolves either. Maybe, we did. It's difficult to say, we have so many people come and go'.



OVERALL: ★★

'The fighting scenarios are similar in a sense but martial arts, as a whole, is more about skill and patience.'



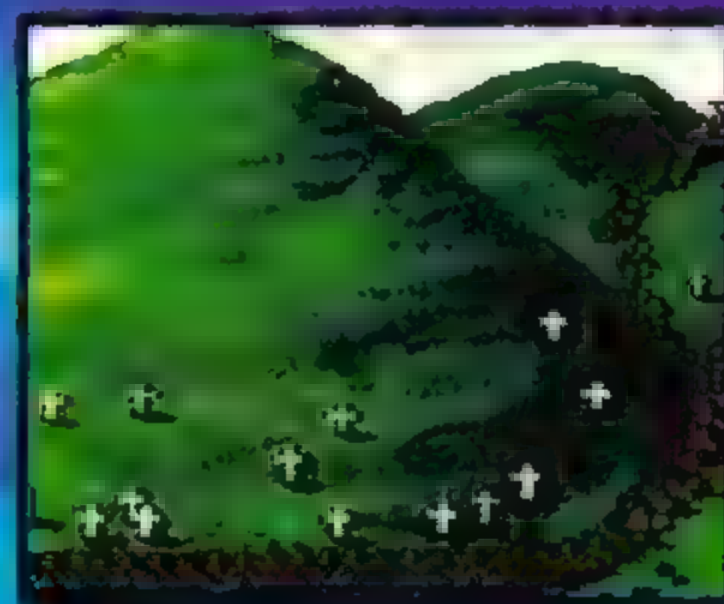
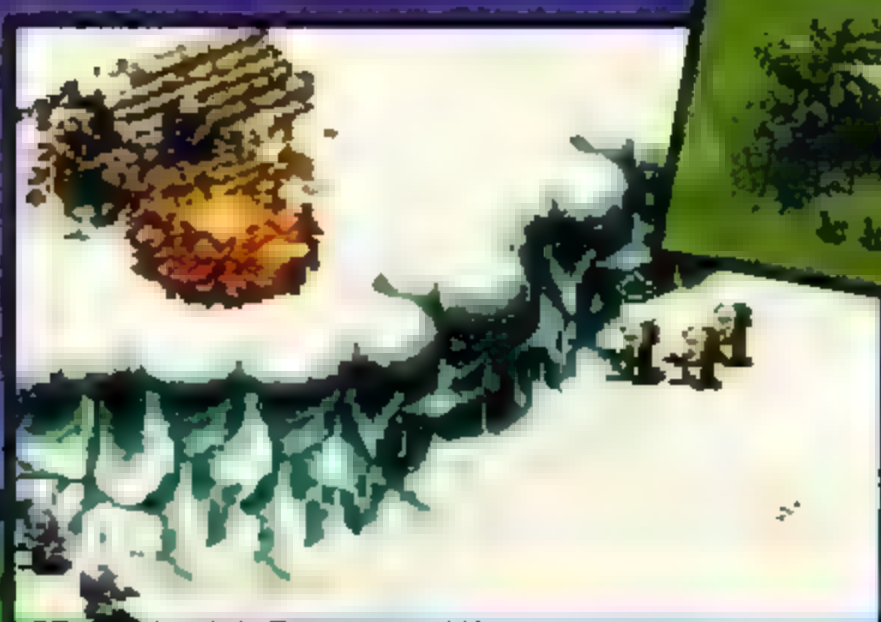
'It all boils down to discipline'

The

Territorial Army offices.

Person Eamonn Stackton. Sergeant Major, British Army.

Vital Statistics 'I don't have time to mess around on

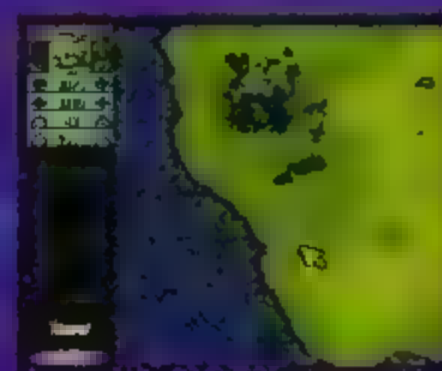


computer games. That sort of thing just reeks of indiscipline'. I don't argue with him. He's about six foot three and broader than an oak tree. In

fact, I'm so intimidated that I say: 'I agree. Totally. You're so right. In fact, why am I even doing this? I should be in the army'. He replies, 'You'd never get in the army. You're too fat'.

Cannon Fodder. Brilliantly original war simulation.

Eamonn was completely useless at Cannon Fodder. And when I suggested that it was a good job this wasn't real war, he said: 'Have you ever been in a war, boy? No you haven't is the answer. And do you know why? Because



you're a waste of time and effort. You haven't got an ounce of discipline'.

Conclusions: 'Some of the aspects of the game reflect what

we practice here in the TA. I mean, the soldiers mostly worked as a unit and we do the same in real life. It's a 'We' situation as opposed to an 'I' situation. See what I mean? The main problem with this though is that it makes war look like a bit of a grin. It isn't. Did you see me having a good laugh when I was in the Gulf? No, you didn't. And sometimes the soldiers just wander out into open spaces without even thinking about who maybe around them. In the army, we bide our time then strike. It all boils down to discipline'.



OVERALL: ★★

'If this game didn't makes war look like Butlin's it would teach you basic army procedure.'



'...the 1818 Land Act wasn't addressed...'

Bath City Council Planning Offices. Quite frankly, I've seen more life in the local morgue.

Person: Janet McDonald, Town Planner.

Vital Statistics: 'I've never touched a computer game before in my life'.

Game: Civilization. The game that proved that 'God Sims' could work on the SNES.

Civilization



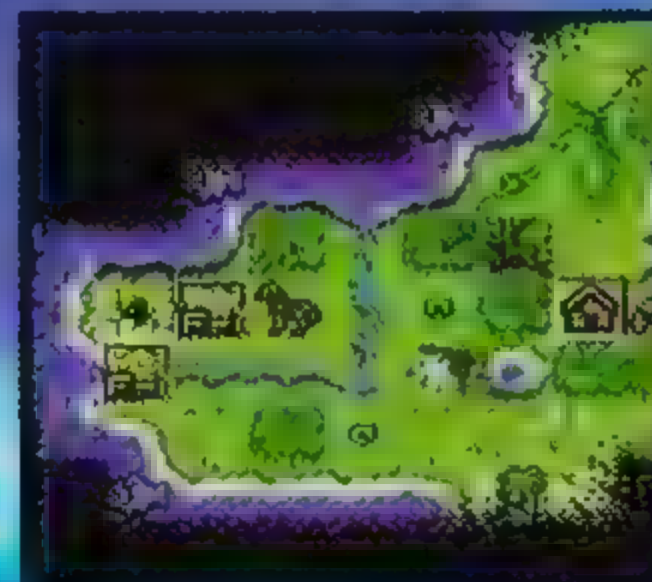
We had saved a game in the year 1520, with our main city - Midsomer Norton - already well established. This allowed Janet to work on a settlement which she didn't have to build from

scratch. On the playing side of things, Janet did very well. She only spent her resources on the things that needed money spent on them and had her city well protected by the time the despicable Spanish travelled across the Channel for some fisticuffs.

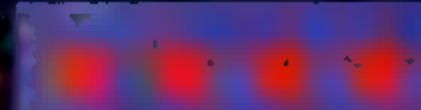
Comment: 'I was very impressed. Obviously there are some elements aren't taken into consideration: Urban

Conurbation isn't fully entered into, Patterns of Rulimation haven't really been touched on and the Doctorate of Irrigation and the 1818 Land Act weren't addressed. However, the basic ideas behind settlement and development

are there. It teaches you how to sustain life in a city which is very, very important indeed.'



OVERALL:



'Some details need looking at but, overall, this stands any potential planner in good stead.'

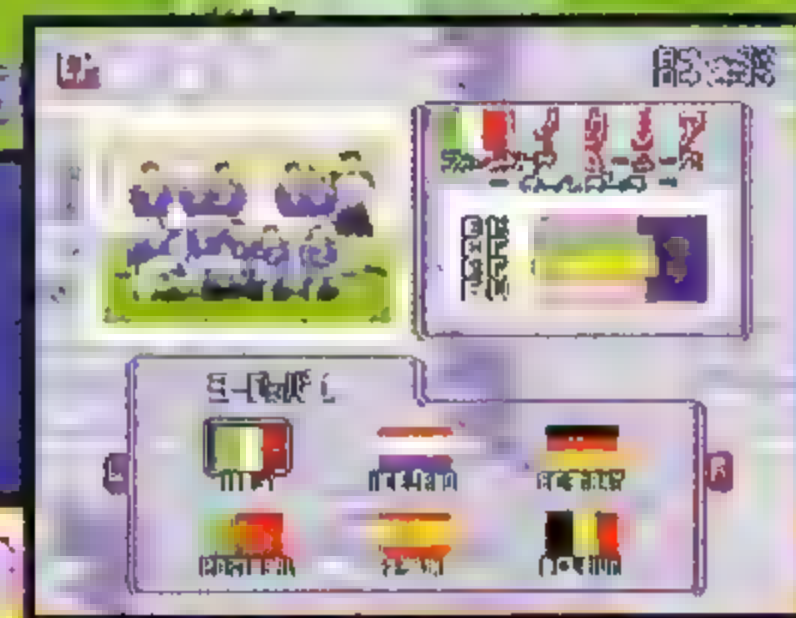


'SNES? Is that an arcade game'

ISS Deluxe



wonder that Bath City are flirting with relegation. He was 4-0 down at half-time and ended up losing 6-0. To Northern Ireland.



Place: Twerton Park. The Home of Football. The West Country's answer to Wembley. Home to the mighty Bath City (oh, and those useless bunch of cretins, Bristol Rovers).

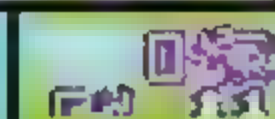
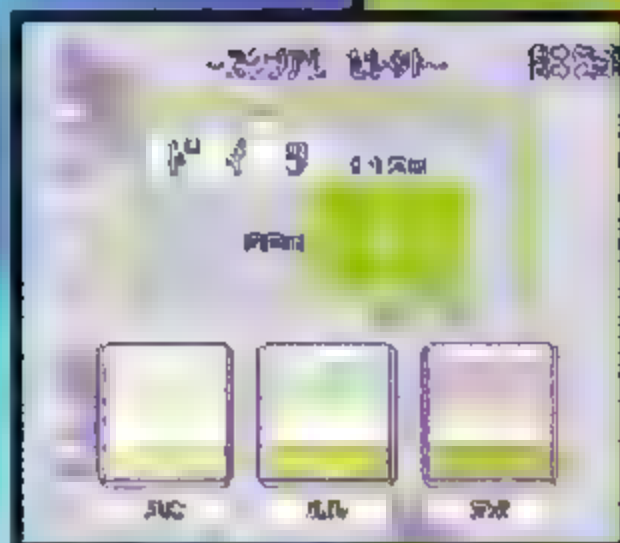
Person: Steve Rason, Bath City footballer. The best midfielder in the country. And that's official.

Comment: 'I'm not sure whether I've ever played SNES before. Is it an arcade game?'

ISS Deluxe. Need we say more?

Well, put it this way. It's no

'Tactically, I think you can learn a lot from this game. You've got control over who you play where and what you want to do with them. I think it would stand any potential manager in good stead. As for the actual football, well, it's good that the game encourages a flowing, passing game. You have to look for your players instead of just whacking it up the field. On the downside though, the goalkeepers are too good. They save just about everything and it makes matches boring because often the scores end up as



OVERALL:



'I think it's very realistic management-wise and on the playing side it's almost there as well.'

Videogames music has come a long way since its humble beginnings. There didn't used to be any for a start, so these games are certainly an improvement on that. Well most of them anyway.

Games such as *Pong!* had a single beep which could create different bleeped-out tunes depending on how the games went and were reminiscent of some annoying rave tunes heard four or five years ago. *Space Invaders*

had a thumping bass-line but little else, although games such as *Scramble*

and *Out Run* began to introduce jolly little tunes.

When the NES came along, some decent composers began to get involved and some of the Mario backing tracks were really good fun. It was the 16-bitpop revolution that accompanied the introduction of the

SNES that finally got us up and dancing though.

Japanese composers led the way with their catchy songs and jingles and in Japan this started a whole separate following for the music. Okay there were just as many duff tracks, but generally the tunes added atmosphere to the games genre they were set with.

And for the last few years the Super NES has led the way as far as games music is concerned, almost turning it into an art form in itself, we all have our favourites in the office and our thoughts on what should be included with a game, the question now is what does the future hold?

16



Forget Blur vs Oasis, the real battle in the music biz is still raging over which console really rocks, and here at TOTAL! we firmly believe it's 'our-ace-SNES'. Here's why.

THE 16-BIT POP REVOLUTION

The current crop of consoles bringing about a gaming revolution, are also set to blow away old-style games music and thrust game tracks into mainstream listening. CDs are an ideal format for storing music and the discs used by the Saturn and PlayStation can equally be used in a normal stereo if the music is good enough. One game above others that has helped with this transition is *Wipeout* on the

PlayStation. Not a brilliant game, but certainly a great soundtrack none the less. Orbital, Leftfield, The Chemical Brothers, The Prodigy and New Order all add their dance sounds to the gameplay to create a futuristic high-energy atmosphere.

Another game to have followed suit is EA's *Road Rash* on the 3DO. This has more of a heavy rock sound to it, to accompany the game's biker image. Therapy and Soundgarden are two of the bands involved. Pop Will Eat Itself (one of Rob's favourite bands) meanwhile have added their musical talents to Gremlin's *Loaded* blast-em-up.

Elsewhere Mike Edwards from Jesus Jones, Rick Wakeman and even Alien Sex Friend have all put their musical fingers in the game pie.

So while the PlayStation, Saturn and friends might be lacking in the games department, they're certainly making up for it when it comes to sounds.

We Don't Do Discs

One of the drawbacks of the Nintendo 64s tech spec is that it will not have the sounds to match its impressive array of games. But hey, you can't have everything. As it is sticking to a cart-based system instead of CDs, the traditional chip-based sounds will rule. And although the chips are bigger, don't expect the sounds to follow suit. Details are sketchy over what the musical abilities of the console actually are, but it is thought that the in-game music will be comparable with SNES music while the intro sequences will sound highly superior with their 24-track sounds.

The 64DD CD add-on will not be used for music either and so the future

is unclear as to how the N64 will sound. Nintendo's team of composers will create their own original sound, one which will be vastly improved on the SNES, but as they don't do discs it is unlikely to boast mainstream groups. But then here at TOTAL! we're naive enough to believe that

games are the most important thing about a Next Gen console. Silly we know.

TOTAL! Rock 'n' Roll

These are the backing tracks that rock our TOTAL! world.

1 Plok! Swinging harmonicas and some superb samples make this worth buying just

- to put on the Super Nintendo.
- 2 Super Metroid** Power chords had Deb dancing on the tables.
- 3 Super Return Of The Jedi** Stirring Star Wars sounds that make the hairs on your neck stand up.
- 4 The Flintstones** Funky renditions of the '60s they're a modern stone age fam-i-ly favourite.
- 5 Addams Family** Der der der dum click, click. Another old favourite.
- 6 NHL '94** The cheesy organ sounds its very cheesiest. Brilliant stuff!
- 7 Yoshi's Island** Chris' personal favourite, although a little too much like that annoying Enya single for our liking.
- 8 The Incredible Hulk** A surprise entry at number eight pop-pickers, but we certainly love it.
- 9 Jungle Book** Shoo-be-doo, we want to be like you-be-doo etc etc.
- 10 Bust-A-Move** A jaunty little pop-ditty to accompany a top game.

Bit Pop



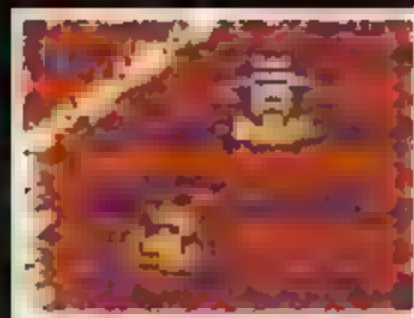
Noise Pollution

These are surely the worst Nintendo in-game tunes to have ever been heard in the TOTAL! office. The sort of thing that makes Chris whistling and Tim's desk-drumming sound good.

1 Smurfs (GB)

Sounds like a smurf with a kazoo stuck up his bottom.

2 NHL (GB)



Those cheesy organ chants are awful on the GB.

3 Power Rangers

But hardly power-pop we think.

4 Vortex

The sort of dance tracks that make Firestarter sound good.

5 Newman-Haas Indycar Racing

Frankly we'd have preferred the engine noises.

6 Sink Or Swim

The composer deserved to be drowned.

7 Mr Tuff

Toss rock that would be at home on the James Whale show.

8 Micro Machines

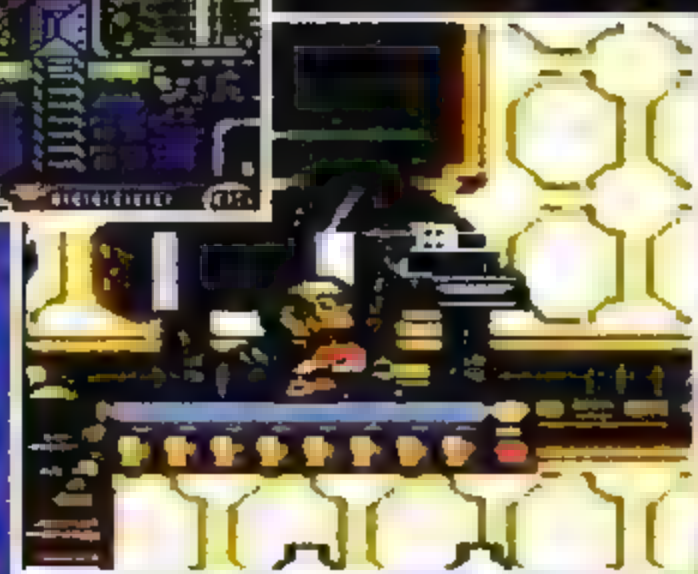
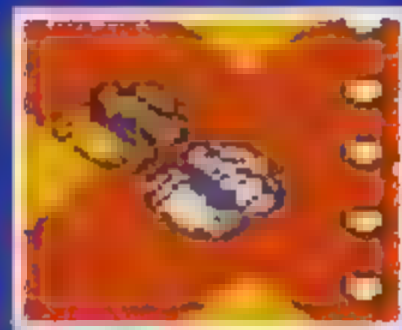
Very catchy, but then so is flu.

9 Bassin's Black Bass

Fish and birds. Hmmm...

10 Cutthroat Island

Accordion jigs to make you cringe.





Deb's top ten

An eclectic and mature selection from TOTAL's first lady of music.

1 Radiohead

The Bends

2 Strangelove

Time For The Rest Of Your Life

3 Arvo Part

Tabula Rasa

4 Neil Young

Harvest

5 Underworld

Dubnobasswithmeheadman

6 Blue Aeroplanes

Swagger

7 Bob Dylan

John Wesley Harding

8 Portishead

Dummy

9 Tindersticks

Tindersticks

10 Van Morrison

Astral Weeks



Rob's top ten

Woefully short of imagination, Rob is easily led by music press trends.

1 REM

Reckoning

2 The Lemonheads

It's A Shame About Ray

3 Primal Scream

Screamadelica

4 Crowded House

Crowded House

5 REM

Document

6 Oasis

Definitely Maybe

7 Pulp

Different Class

8 Radiohead

The Bends

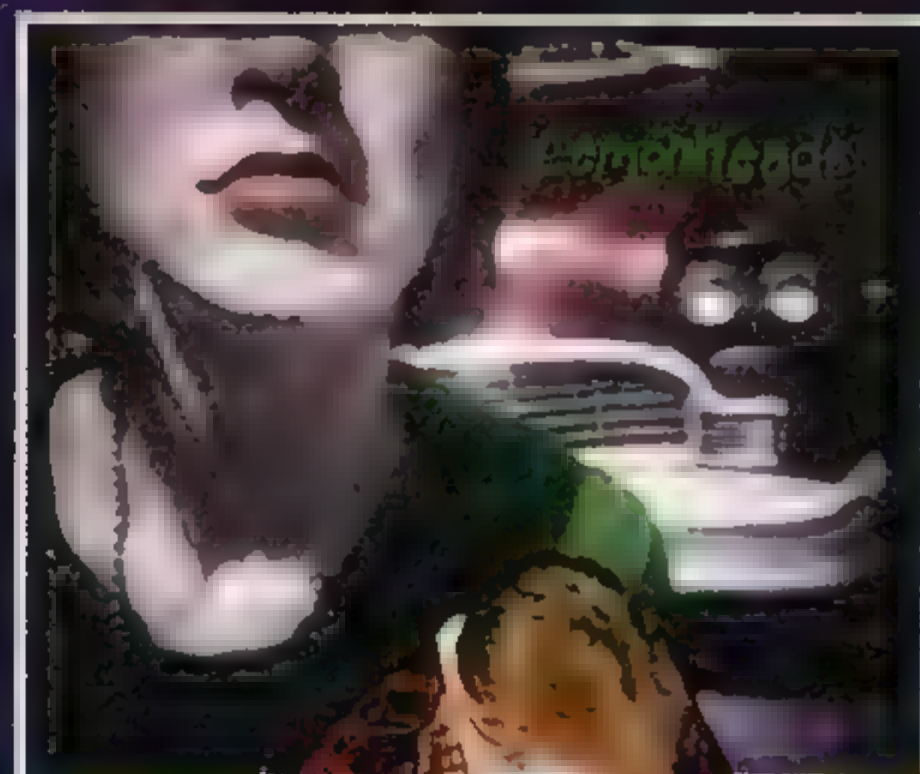
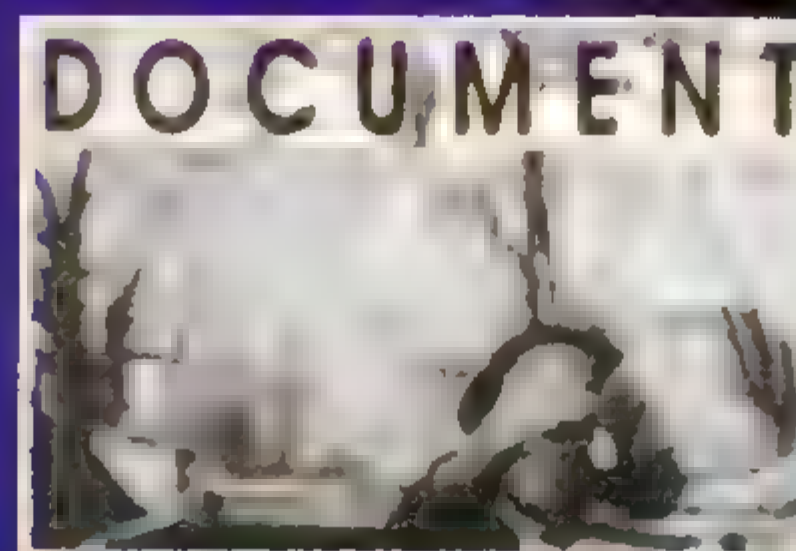
9 Wonderstuff

Eight Legged Groove Thing

10 Blur

Parklife

Predictable NME influenced guitar lead indie pop from TOTAL's...



Tim's top ten

This is the kind of morbid wailing that sad indie kid Tim listens to, as he sits alone in his bedroom depressing himself.

1 Suede

Dog Man Star

2 Pulp

His 'N' Hers

3 Blur

The Great Escape

4 U2

Achtung Baby



5 Gene

Olympian

6 Marion

This World and Body

7 Suede

Suede

8 Isis

The Dawn

9 Radiohead

The Bends

10 2 Unlimited

No, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, there's no limit.



...and the power of pop chosen from the world's most potential playwright.



Chris's top ten

Good at sport but a bit weird with it, here's what gets Chris going.

- 1 **Oasis** - What's The Story (Morning Glory)?
- 2 **Mary J Blige** - My Life
- 3 **Tony Toni Tone** - Sons Of Soul
- 4 **Oasis** - Definitely Maybe
- 5 **Mary J Blige** - What's The 411
- 6 **Above The Rim** - Soundtrack
- 7 **Blur** - Parklife
- 8 **TLC** - Crazy, Sexy, Cool
- 9 **Adina Howard** - Do you wanna ride?
- 10 **Misty Oldland** - Supernatural



Tony Toni Tone. Not a great name for a band. Especially as their all called Simon.

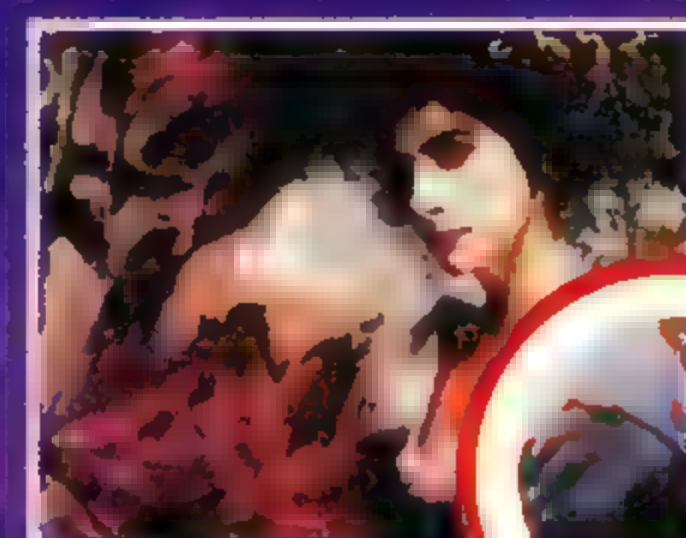
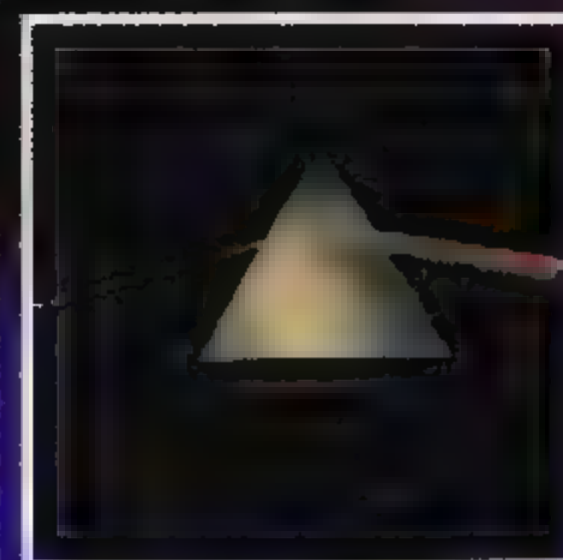


Chris's top ten. The good lad who's a bit weird with it. Chris's top ten. The good lad who's a bit weird with it.

Hazel's top ten

- 1 **Dusty Springfield** - Son Of A Preacher Man
- 2 **Nirvana** - Bleach
- 3 **Pink Floyd** - Shine On You Crazy Diamond
- 4 **The Rolling Stones** - Jumping Jack Flash
- 5 **Hasi Fantasee** - Shiny Shiny
- 6 **Enya** - Watermark
- 7 **Buggles** - Clean Clean
- 8 **X-Ray Specs** - Germfree Adolescence
- 9 **Queen** - Flash
- 10 **Jon and Vangelis** - Char-lots Of Fire

Hazel says: I like a nice tune. And some more.



Spin those spin offs

In Japan they love their in-game music. You can buy coin-op compilations, as well as software houses, greatest hits and any number of soundtracks to games. Most of the stuff is utter rubbish which makes 2-unlimited sound cultured, but somehow this stuff sells like hotcakes and many in-game music composers have become household names.

Nearer to home, our personal favourite is *Speed - Alpha Team*, the soundtrack to *Speed Racer*. Produced by Dane and DJ Attack, it's a rare treat - especially the Hardcore mix.



"THE BEST BRIT OF THE DE



Magazine

#1
CRANE

#2
GIRLY

#

Gamespo

TOTAL! Films Present GAMESPOTTING Dominic Diamond Patric
PRODUCTION DESIGN Christian Day PRODUCTION EDITOR Deb Cook E
DIRECTOR F

BRITISH FEATURE DECADE"



#3 DIAMOND

#4 FATTY

#5 MOORE



otting 18

From the makers of
TOTAL!

Moore Andy Crane Big Al and Steve the Narrator as The Narrator
EDITOR Rob Pegley SCREENPLAY Tim Weaver PRODUCER TOTAL! Magazine
Future Publishing

#1

GAMESMASTER

Nine
out of
Ten

The Specifics: Undoubtedly the most popular games related show on television. Channel 4, weekdays. It has also been known to make guest appearances on Sunday mornings and during school holidays.

The Format: A bold, brash, in-yer-face mix of shouting and showing off, with dungeons, strange people in diving suits and ladies in short skirts. The idea is for cocky little kids to challenge well known celebrities at their own game, such as, Damon Hill plays Jason, aged 15, at *Virtua Racing* whilst Gazza plays Kevin, aged 12, at *Sensible Soccer*. The celebrities always lose, of course. But the winners are awarded with the immortal Golden GamesMaster Joystick. And the losers are taken into the dungeon and fed to the dragon or something.

The Rest: Games are reviewed by professional games reviewers such as ourselves – although we use professional in the broadest sense of the word – and gamesplaying problems are answered in the Consolation Zone.

The Anchor(s): Dominic Diamond and Jupiter loving Patrick Moore as The GamesMaster.

In A Word: Anarchy.



#2

MOVIES, GAMES
AND VIDEOSEight
out of
Ten

The Specifics: Brightens up dull *Baywatch*-laden Saturday afternoons on ITV with its excellent blend of film and game reviews.

The Format: Like *Electric Circus* except better. The games section is pretty comprehensive with plenty of variety. One weekend in March, it featured *Wing Commander* on the PC, *Toy Story* on the SNES and *Magic Carpet* on the PlayStation. Often the show also features behind-the-scenes looks at the production processes of important or potentially big games.

The Rest: Games aren't given scores, just pros and cons which means you have to pay attention to what the voice-over bloke is saying rather than holding out for the overall score at the end. Clever, but a pain in the arse if you're prone to dropping off.

The Anchor(s): Steve the Narrator. Never seen his face but he's got a very nice voice.

In A Word: Steve.



#3

BAD INFLUENCE

Seven
out of
Ten

The Specifics: As close to a magazine as a television programme could possibly get, *Bad Influence* was ITV's answer to *GamesMaster*. And it very nearly succeeded.

The Format: As comprehensive as *GamesMaster*, in that it included reviews of most new releases on a wide range of formats, but sadly lacking in the freshness and anarchy of its Channel 4 counterpart, *Bad Influence* ran for 57 episodes before being disbanded. Is being tipped for a return in the near future, perhaps in a later slot.

The Rest: Games were reviewed and given two separate marks – out of five – by girls and boys. Pointless? Certainly. Why not just get a group of boys AND girls to give an overall score? Sexual equality has never reached such ridiculous heights.

The Anchor(s): Andy Crane – remember him? – and the annoying Violet Berlin (she of the Sex Pistols haircut and wather siwwy volth).

In A Word: Haircut.



#4

ELECTRIC CIRCUS

Five out of Ten

The Specifics: Originally part of the BBC's rather good Saturday morning *Live And Kicking* programme but now a series in its own right on Friday nights at 7.15 on BBC2.

The Format: Broader than *GamesMaster*, in that it encompasses pop, TV and film as well as games. The programme is structured very much like a magazine with features, interviews and reviews. As a piece of entertainment, EC is very good. As a games show it smells.

The Rest: The games are reviewed in a fairly standard fashion. Graphics, sound, gameplay and lifespan are all considered before a final mark out of 100 is awarded. The main problem, however, is that EC seems to disregard anything that isn't for the PC CD Rom. Sure, Nintendo might be in a state of hibernation but what about the PlayStation and Saturn? If you're going to set out to deal in all formats, you have to do just that. Not fart about on the PC's and forget that any other machine exists.

The Anchor(s): The lovely Emma Forbes and the slightly less lovely Adem Ay, who's only about 12 and presents the games section all by himself.

In A Word: PC.



#5

THE INTERACTIVE GAME SHOW

Four out of Ten

The Specifics: Scottish TV's first venture into games shows appeared on Tuesdays during the CITV schedule.

The Format: Hard to say. *The Interactive Game Show* – or *TIGS* as it affectionately became known – had hardly started up before it was de-commissioned. What was possible to deduce was that the show was more akin to *Bad Influence*'s reserved, informative structure than *GamesMaster*'s complete mayhem.

The Rest: Well, there isn't very much more to talk about. If you blinked you missed it.

The Anchor(s): Hmm. If you were wondering why they de-commissioned *TIGS* then you need look no further than Big Al and the Jeepster. Scottish TV promised us that *TIGS* would say goodbye to 'smoothy celebrity hosts, bimbos and buzzers'. And they certainly delivered.

In A Word: Rubbish.



#6

TOTAL REALITY

Six out of Ten

The Specifics: De-commissioned weekday BBC series.

The Format: Rather similar to *Bad Influence* in its mixture of game reviews and technological

info but, like *TIGS*, it came and then went away very, very quickly.

In A Word: Who?

#9

REBOOT

Nine out of Ten

The Specifics: 4.40, Thursday afternoon, ITV.

The Format: Brendan McCarthy's brilliant Virtual Reality series, now running in its

second season, brightens up boring kids teatime TV and should appeal to young and old alike.

In A Word: Essential.



#7

SUPER MARIO BROS

Seven out of Ten

The Specifics: 7.30, Saturday morning, Channel 4.

The Format: Cartoon based on the escapades of the now legendary brothers and pals.

In A Word: Unstoppable.

#0

BLUE PETER, NEWSREADER, TAKE TWO

Four out of Ten

The Specifics: Children's BBC, weekdays. *Blue Peter* at 5.10 on Mon, Weds and Fridays, *Newsround* at 5pm everyday and *Take Two* at 4.35 on Tuesdays.

The Format: If you haven't heard of *Blue Peter* then shame on you, *Newsround* is CBBC's answer to the *Six O'clock News* and *Take Two* is the sort of kids magazine programme you'll find on most channels on most Saturday mornings. None are specifically geared towards games but do occasionally carry features so keep your eyes peeled.

In A Word: Uninspiring.

#8

EARTHWORM JIM

Seven out of Ten

The Specifics: 9.50, Sunday mornings, Channel 4.

The Format: EJ pops up on boring weekend TV for some frolics of the animated kind.

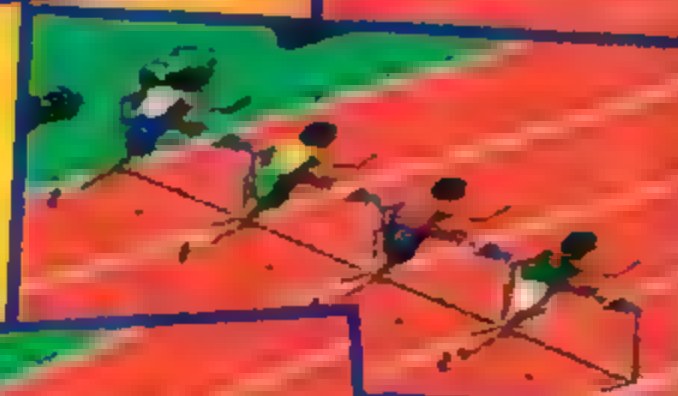
In a Word: Everywhere.

WAZZ @ THE TOTAL! OLYMPICS



Paul Newman

Like the boy Linford Christie said, you've got to go on the B of the Bang.



Leap the hurdles! Yes!



And there I am winning another Gold Medal. Well, that's my first. But you've got to start somewhere.



The Olympics has been called the greatest sporting event on earth. After the football World Cup, obviously. And the European Championships. Oh, and the FA Cup and the GM Vauxhall Conference.

Anyway, this year it returns for the hundredth time in Atlanta, therefore explaining the reasoning behind T!HQ's forthcoming Olympic licence, *Olympic Summer Games*.

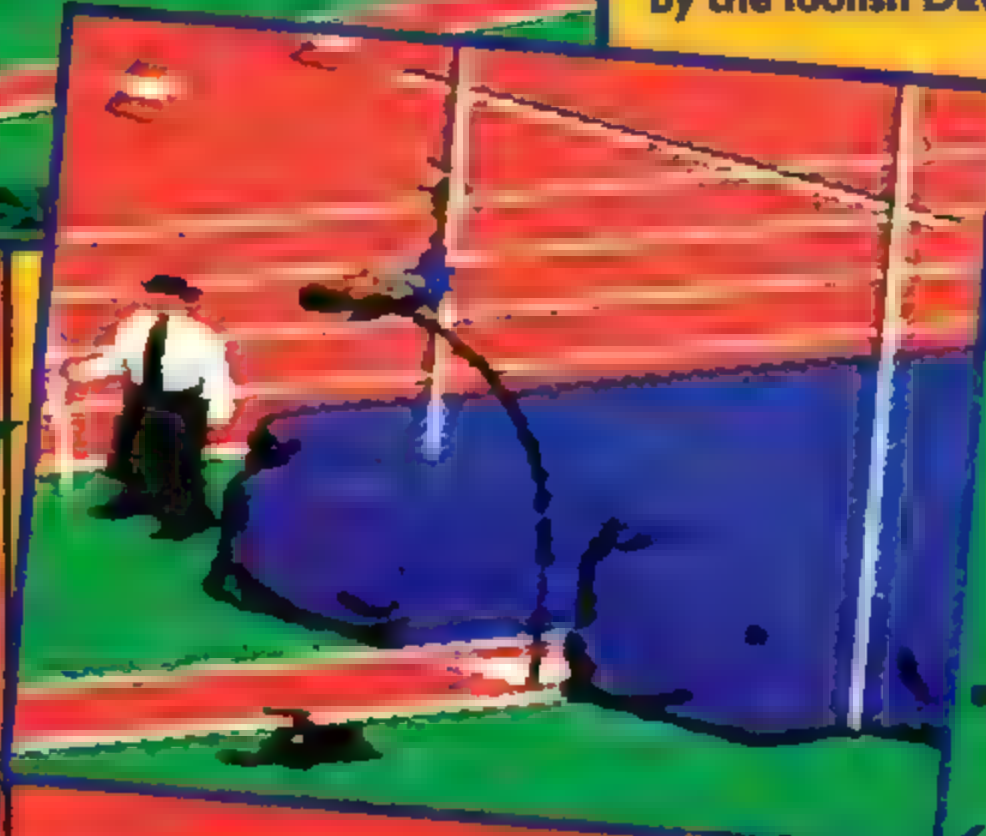
The facts are thus: there are 32 nations represented in all events, ten events including the 100 metre sprint, 110 metre hurdles, the pole vault, Javelin, Long Jump, Discus and Skeet, official Olympic times to be beaten, an eight player scenario, a customize game option



OLYMPICS



Right: Mr Newman tries to take a Maths lesson beside the sand pit but is interrupted by the foolish David.



Imagine if that pole broke and his legs and arms fell off (Great caption, Idiot - Rob)

Long Jump's alright until you realize that you've forgotten to press the UP button on the joystick. Well that gives you your highest score the first time you press the UP button.



– where you can choose which events you would like to partake in and which you would rather not – and three skill levels.

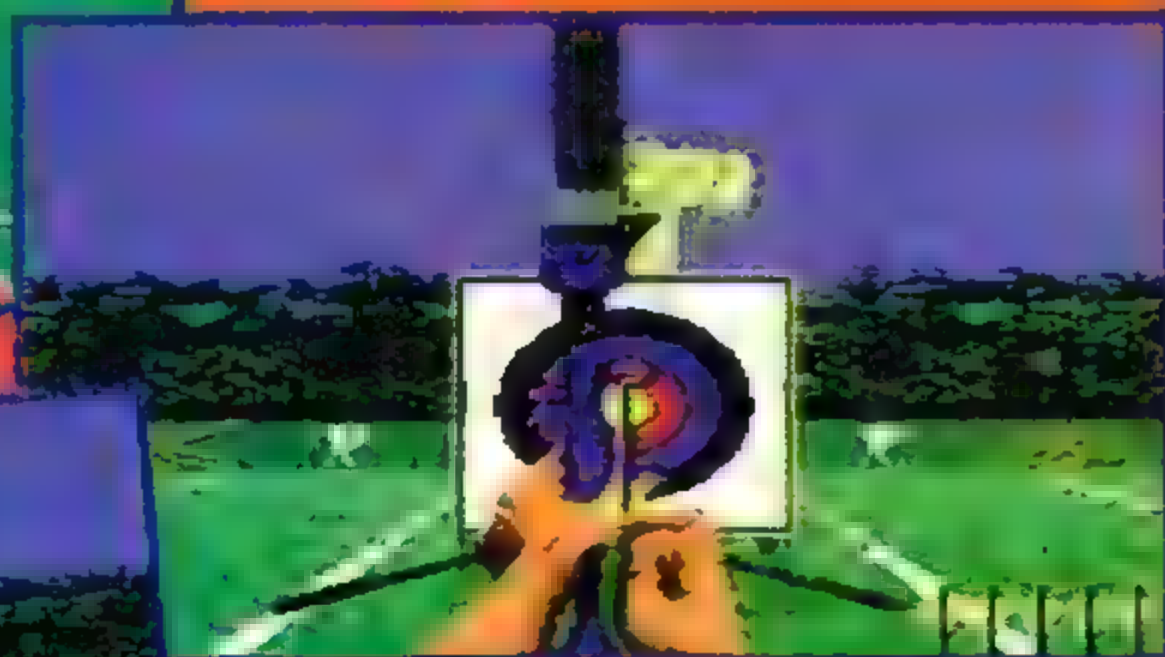
And the better you are at the events the more likely you are to take your place on the rostrum and find yourself with a whacking great gold medal round your neck. Yep, if you hadn't guessed, there's even a medal ceremony at the end of each event.

Olympic Summer Games is already shaping up to be an extremely comprehensive sports sim. Everything that you would expect to be in an Olympic game is in here – even false starts and disqualifications – and the actual events have been carefully developed to feel as real as possible.

For example, in the 100 metres, often you are able to make a better start than your opponents but – just like real sprinting – the other



Get a load of that line of 75 metres. Which is very respectable. Sometimes Steve Backley struggles to get that much.



Archery's very tricky. Once you pull the arrow back, you start to get the shakes and it becomes more difficult to aim.



The discus is a right teaser of an event. Really it is.

OLYMPICS

runners often leave their real speed until the last 30 metres. As you become more experienced at the game you learn where to accelerate and where to steady yourself.

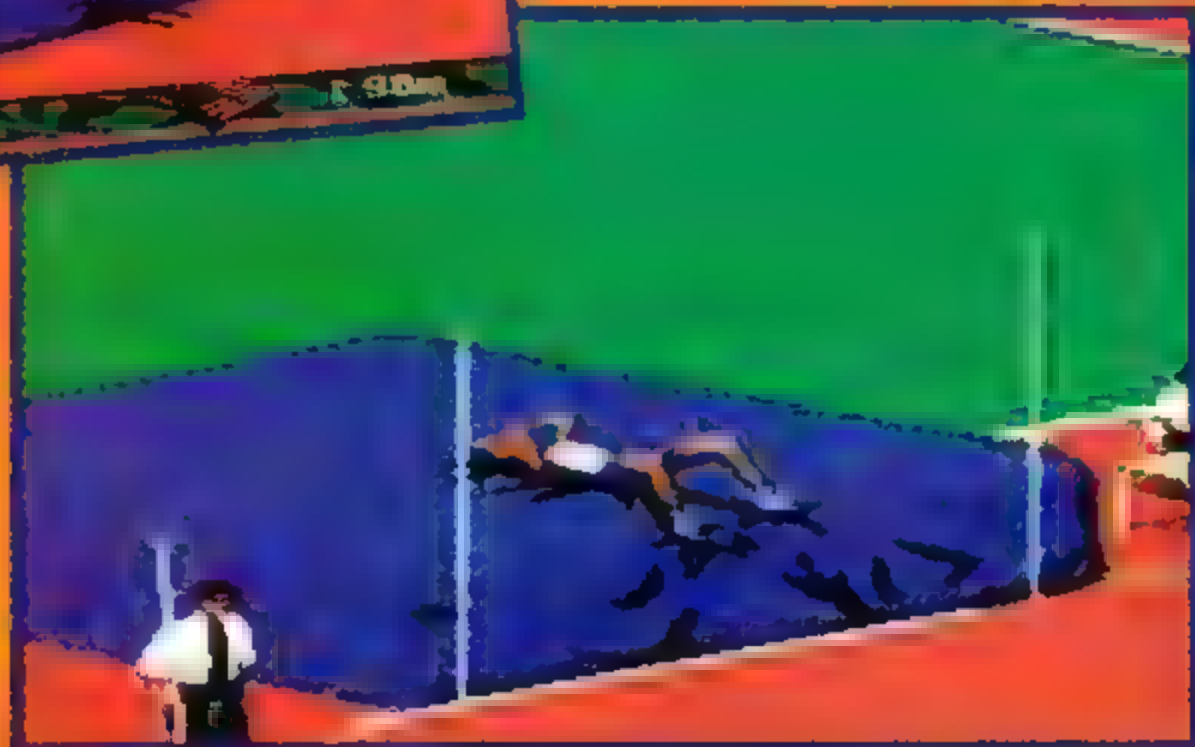
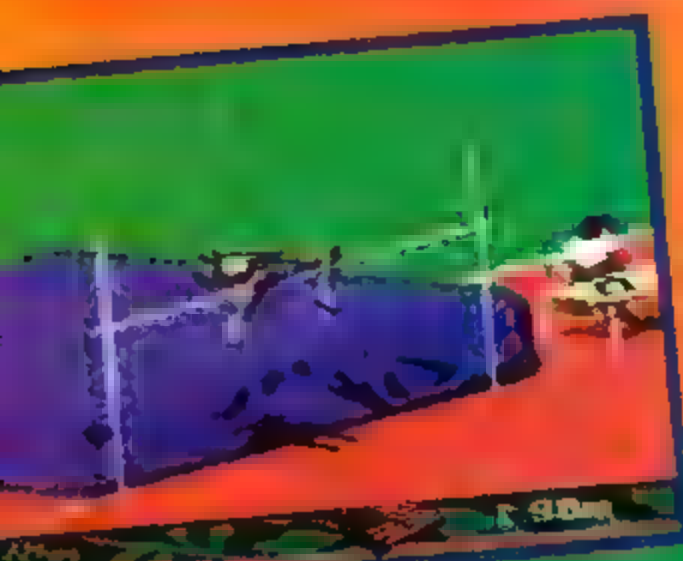
There are two modes of play in the game: competition and practice. In competition you are able to take part in all the events – and some are easier than others – but in

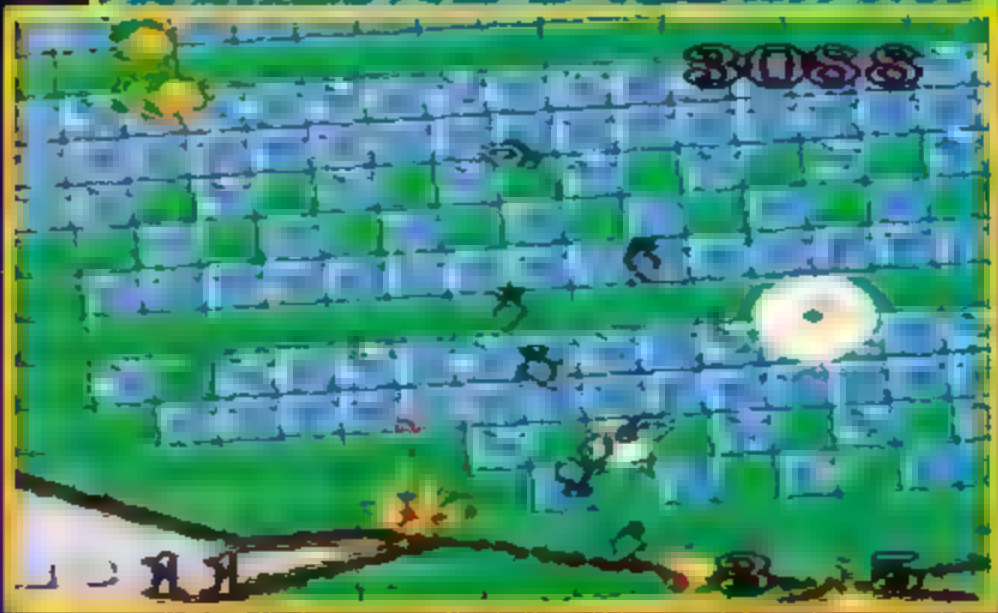
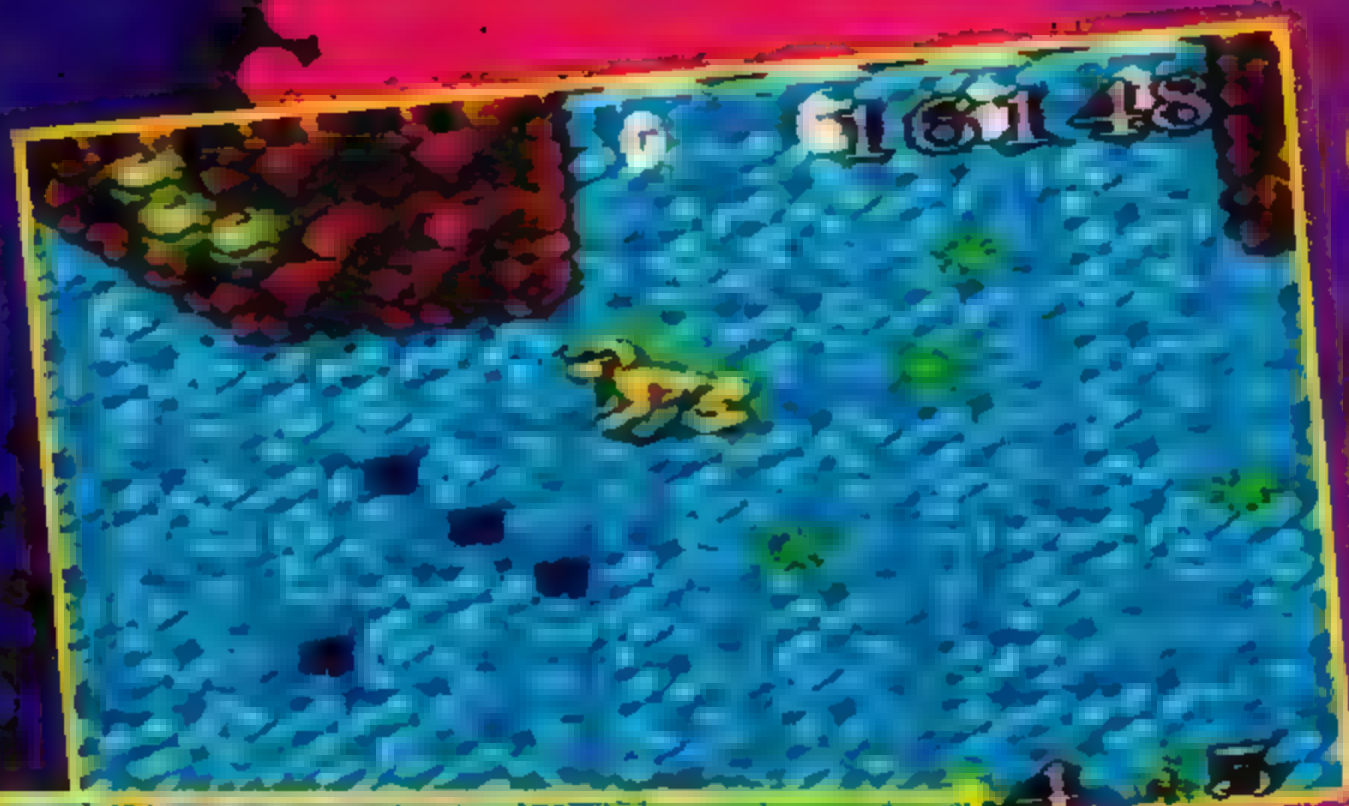
practice you have freedom to choose which event you like. Obviously the latter doesn't go anyway to getting you a medal but it doesn't mean you can ween your skills on the practice track before you head for all out war in the Olympic stadium.

It's pity the game couldn't include other Olympic events such as boxing, martial arts and, yes, football because that would have widened the appeal of the game even further. But we can understand the reasoning behind the ten choices. Well, all except Skeet. Is that an Olympic event? I've never heard of it. Rob

reckoned it was a small fish found in the Scottish Highlands and Debs thought it was a board-game, 'a bit like Buckaroo'. In fact, Skeet is clay pigeon shooting although quite how that qualifies as an Olympic event, I don't know. It's not energetic and it's played by old farts in tweed suits. Oh well. Look out for *Olympic Summer Games*, this time next month.

There are tears aplenty if you fail to make the grade.





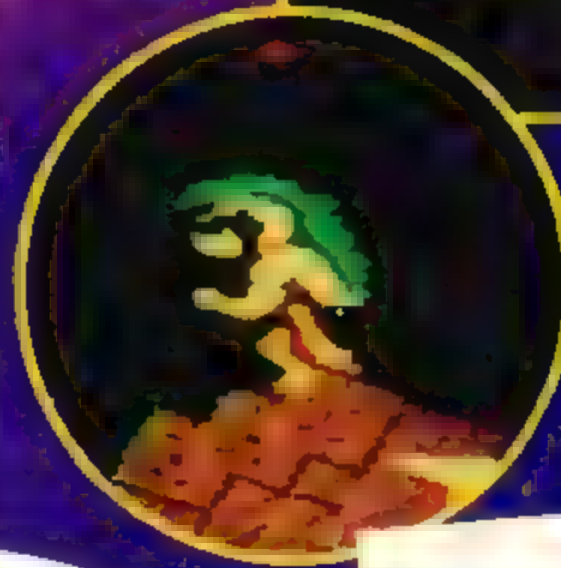
Mohawk can roll up into a ball like - dare I say it - Sonic the Hedgehog. Oh dear.

The first thing you'll notice about Mohawk is the dodgy story.

Apparently on the planet known as M17X - or, ahem, the 'Party Planet' as it is more commonly known - there are beings called Morfs. And, apparently, they - the Morfs - used to be one gigantic organism which split into separate beings because it wanted someone to party

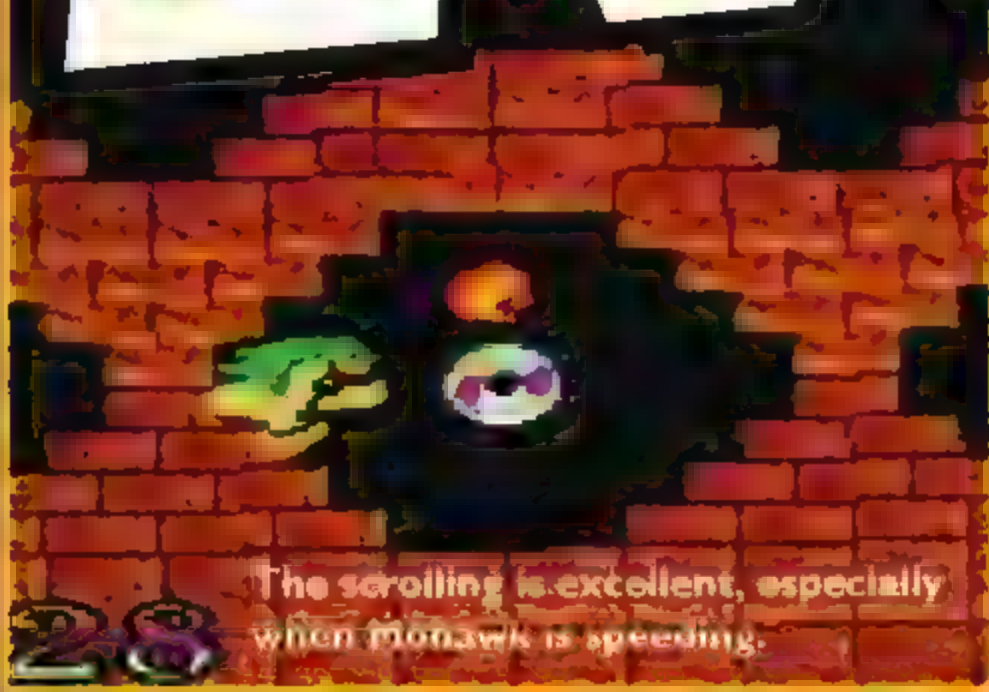
with. Question: How is this genetically possible? Answer: Dunno.

So, anyway, the driving force behind the Morf society is the desire to have a good time. Though they do not possess any discernable eyes or ears, younger Morfs frequently wear sunglasses and portable discmans. Because they love a bit of music. It's what they live for.



Mohawk might look like a Lemmings/corn on the cob hybrid, but in actual fact he doesn't taste nice with butter and neither is he suicidal.

MOHAWK



The scrolling is excellent, especially when Mohawk is speeding.

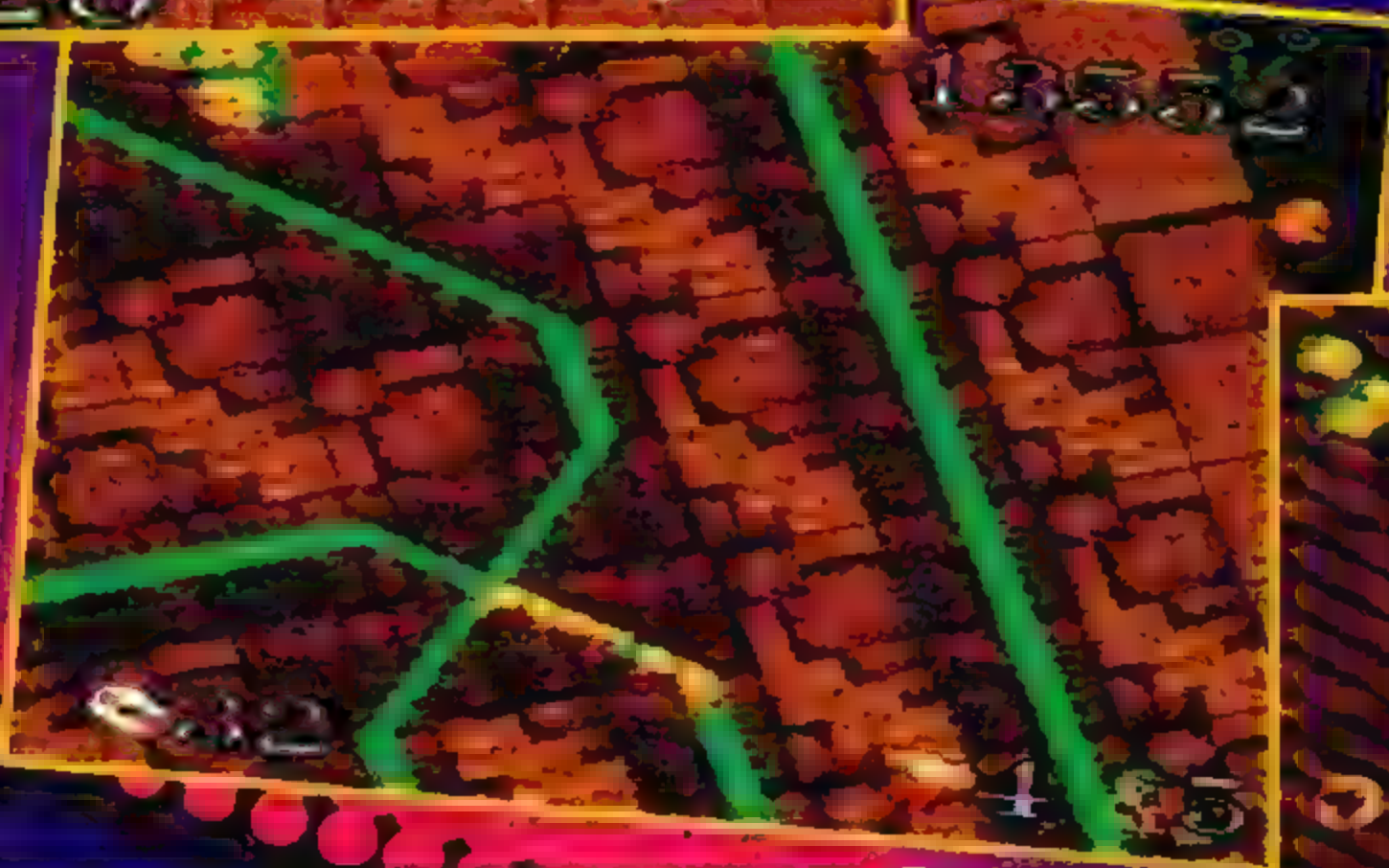
Question: But, surely, if the Morfs haven't got any ears, they can't hear music. Can they? Answer: Dunno.

Well, it's all peace and harmony until General Headslot comes along, intent on taking over the planet. Which he does. And whilst he was at it he nicked off with the planet's entire collection of CDs. And only Mohawk and his mate, Headphone Jack, are brave enough to challenge him. Question: Why don't they send in the police to arrest General Headslot instead of risking their necks trying to save

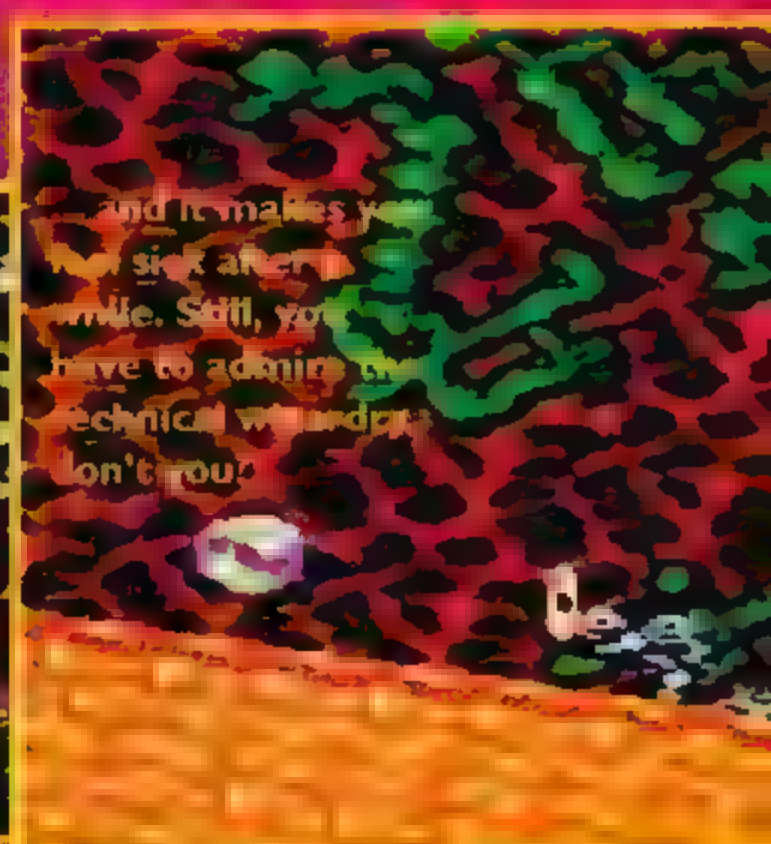
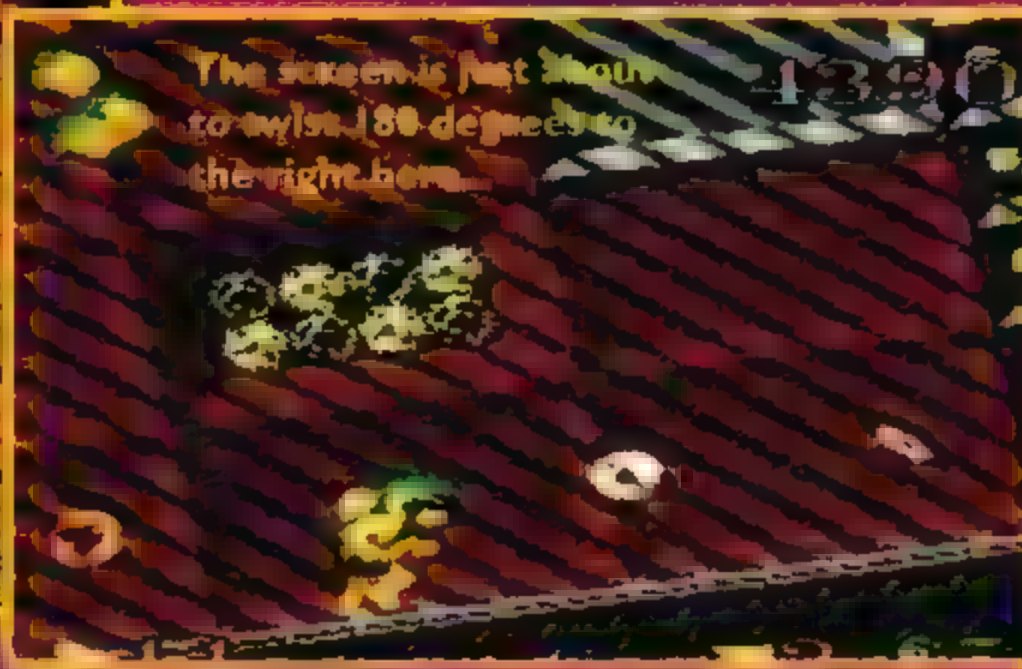
the Party Planet? Answer: Dunno.

Okay, so the plot's got more holes in it than the proverbial sieve but the game itself looks to be potentially very exciting. It's a platformer - but not in the traditional sense of the word. Mohawk makes use of a very clever thing called Mode 7 to take the tired platform genre a step further.

Now, for those of you who have never heard of Mode 7, it's an addition that enables the screen to turn 360 degrees and move up and down and round about without as smoothly as a baby's bum. It's been used



The screen is just about to twist 180 degrees to the right here.



and it makes you feel sick after a while. Still, you have to admire the technical wizardry, don't you?



Mohawk can mutate into five different forms. Interesting.

There are more colours in Mohawk than the proverbial rainbow.

AWWK

Collect the CDs to build up your score.

before in games such as *Yoshi's Island* and *Castlevania*, but not to such an extent. Here, it enables the play to switch between ground and ceiling and means that Mohawk can traverse any solid ground on the level.

It makes for some pretty frenetic gameplay and gives you a sense of absolute freedom. This clever gameplay addition is also backed up by some pretty smashing graphics and, fittingly for a game about music, a thumping soundtrack.

There are five

levels: Scraping the Surface, Tropical Caves, Deep Water, Toast In The Machine and Headslot HQ – and the central character himself has plenty to him. His legs can turn into wheels, his hands can turn into suction cups and his stomach can take on the appearance of the Michelin Man to enables him to float.

And if all that wasn't enough, there's a two-player option where player two can take on the guise of Mohawk's mate Headphone Jack (presumably he likes music but has no ears as well). The full game should be with us this time next month so keep your eyes peeled.

Seems I was wrong. Guess he can mutate into a comb on the comb.

For: SNES

From: THQ

Category: Platformer

Players: 1-2

Developer: Black Pearl

Available: June

Complete: 99%

© 1996 Nintendo

It's still on at your local Multiplex, the Mr Potato Head toy is still selling by the dozen, Woody and Buzz are making guest appearances on every show from *Live And Kicking* to the *National Lottery*, the phrase, 'To infinity and beyond' has become more popular than 'Where's me washboard?' and the game itself has received as many plaudits as its celluloid cousin. The people behind *Toy Story* could surely be no more content.

Or so you'd think. It seems they are not as the release of *Toy Story* on the Game Boy next

TOY STORY

When the
house starts to shake things
hard to get to platforms.

Woody and his trusty whip. Comes
in handy when up against sharks.

Woody and his trusty whip. Comes
in handy when up against sharks.

When the
house starts to shake things
hard to get to platforms.

month will further prove. THQ tell us this much: the game will have ten levels, it will feature all the characters from the film but, more importantly, it will be a direct conversion from the 16-bit game that so impressed us a couple of months back. Which means that the levels remain intact as they were on the SNES version, the graphics are as sharp and crisp and the gameplay is as well thought out as ever.

The game's levels are based very closely on what happens in the film and therefore the game switches between the bedroom and the outside world. As far as we know, the *Micro Machines*, *Doom* and *Mario Kart* levels haven't been included although they may well appear in the final version.

In the meantime, all you Game Boy owners have an excuse to become pretty excited. If *Toy Story* on the Game Boy is anywhere as good as the SNES version, we'll all be in for a real treat.

When the house starts to shake things hard to get to platforms.



For:
Game Boy

From:
THQ

Category:
Platformer

Players:
1

Developer:
Disney Interactive

Available:
June

Complete:
97%



Below: That's what happens when you don't time your hop, skip and jumps right. You end up flat on your face. With an injury to boot.



This is the hardest event by far. You have to release the clay then fire straight away.

OLYMPICS

The best thing about the Olympics is that we're damn good at them. We British know a thing or two about track and field. You only have to look at the boy Christie and the girl Gunnell to realise that. And then there's Jonathan Edwards, Du'aine Ladejo, Colin Jackson and Steve Backley. Yep, we can be justifiably proud of our athletes. Which is more than can be said for our cricketers. Well, now you've got the chance to emulate your favourite sporting heroes with the release, next month, of ToHQ's new Olympics licence. *Olympic Summer Games* gives the player the chance to compete against 31 other nations in 10 events ranging from the 100 metres sprint to the Skeet (that's Clay Pigeon shooting in English).

One of the first screens you'll be presented with is the Options menu, where you can choose whether to head straight into competition or have a little practice first. Opting for a practice session, we all sat back and had a quick go.

We soon realised that the control system is a cinch to pick up. Alternate between the A and B buttons to gather speed, then use the D-Pad when required to jump or throw. Beware, however, for serious friction burns on



'Be' Colin Jackson in the 110 metre hurdles.

your fingers unless, of course, you're able to master Debs' uncouth but highly profitable 'speed finger method', in which case you'll keep going all day.

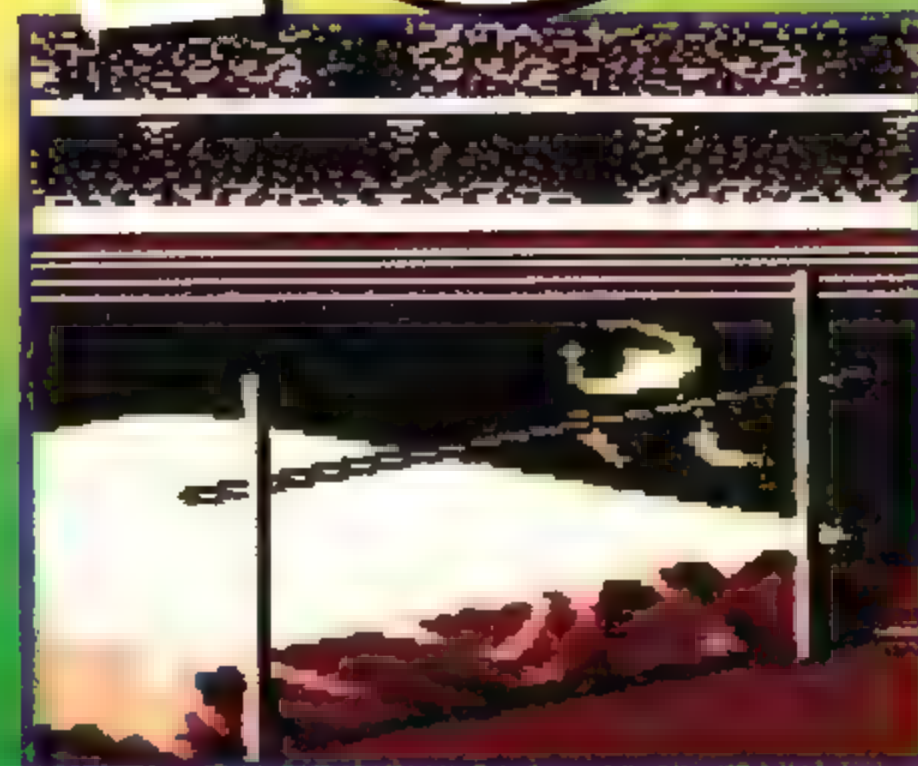
The 10 events are the 100 metres, 110 metre hurdles, Pole Vault, Long Jump, Triple Jump, Javelin, High Jump, Discuss, Skeet and Archery competitions.

However, if you don't fancy doing one of them you can customize your own game by going, surprisingly, to the Customize Game option. This allows you to select which events you would like to take part in and which you would rather not.

There are three skill levels – Easy, Normal and Hard – and a four-player mode although there isn't a link-up option. You have to take it in turns to compete in your chosen event. Which is a shame as a two-player option – especially in a game such as this – would have been a really worthwhile addition.

Still, you can't have everything, so expect a full review next month by which time we will have all mastered the art of athletics. Except, of course, Debs who has already mastered it. 10 times over in fact.

Archery's a tricky blighter and often your arrows end up all over the shop.



This bloke might look like he's been shot but this is actually the high jump competition.



For:
Game Boy

From:
ToHQ

Category:
Sports sim

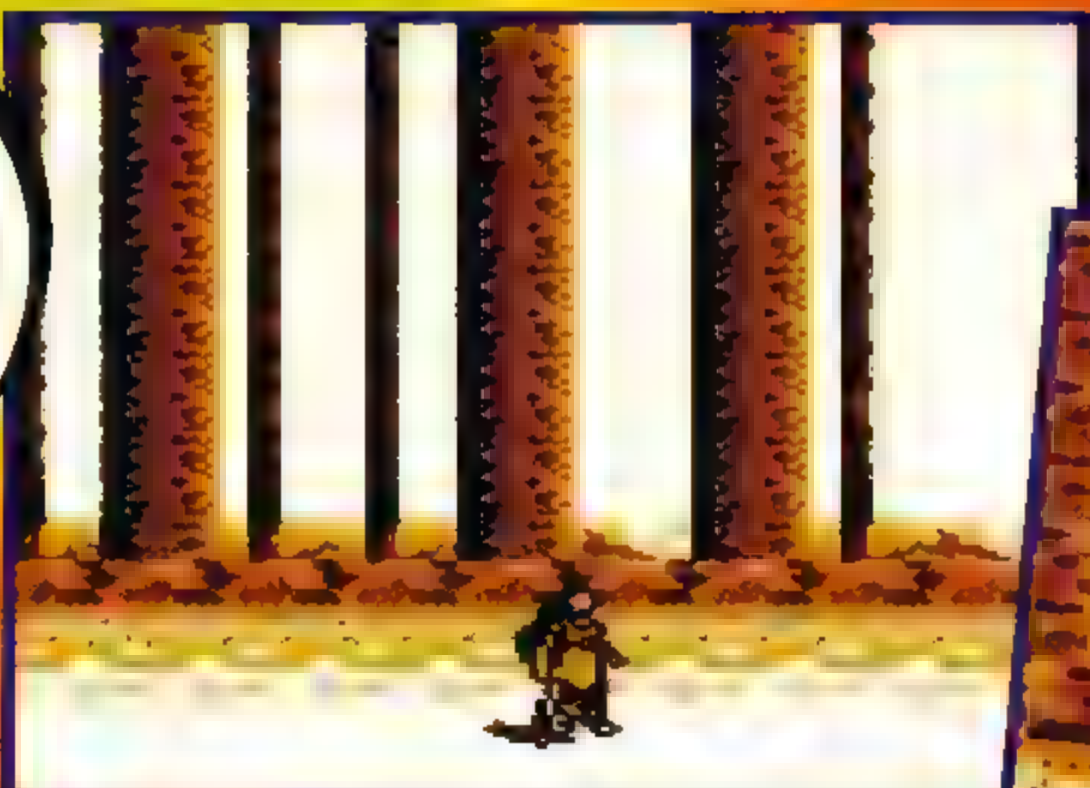
Players:
1-4

Developer:
Black Pearl

Available:
June

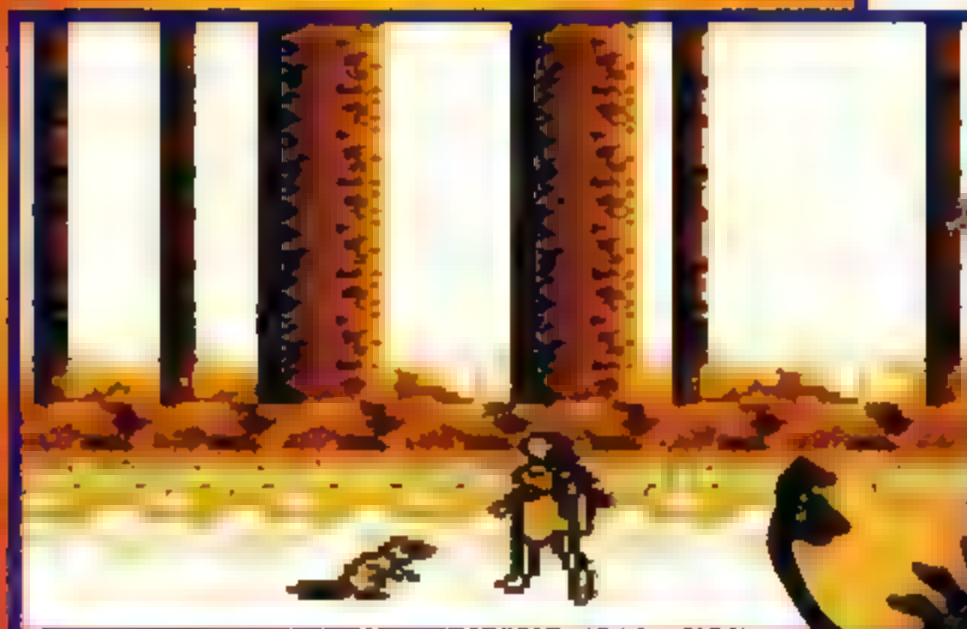
Complete:
97%

Pocahontas



There's Pocahontas and at her heels is her aid, Meeko. Quite what she uses him for, we can only guess at.

A few Indians, some dastardly Englishman, a raccoon, a field load of teepees and bows and arrows. Sound a surefire winner...?



There's lots of woodland in the game. And plenty of white sky too.

Pocahontas was probably the first Disney movie in history to receive a lukewarm reception from the critics. The fact that it was an animated edition of *History Today* probably had something to do with it but it was also pretty lame

in the storyline department.

Oh, okay, so it had the basic Disney ingredients: cute little animal characters, stunning production values and a fair few ballads, but it failed to impress nonetheless. And with the consequent release of the truly amazing *Toy Story*, it's rather been forgotten about.

So, in an attempt to revive *Pocahontas*' waning fortunes (and to coincide with the release of the film on sell-through video), Disney have developed a licence for the Game Boy. And they promise us '16 thrilling levels, all the lovable characters from the movie, numerous power-ups that give Pocahontas special powers' and the ability to play as either Pocahontas or Meeko, her badger/raccoon/animal thing. The object of the game is to help Pocahontas (or Meeko) maintain the peace and harmony of the land – which is being threatened by the English settlers – whilst saving John Smith – an Englishman, as if we couldn't have guessed with a name like that – who she has fallen in love with but who is wanted dead by the Indians. Look out for a full review next month.



She's drop dead gorgeous and does plenty of exercise. Yep.



DRAGON HEART

Think of RPGs on the Game Boy and more than likely the first game you'll think of is *Zelda IV*. It's the only game in the genre that has ever really excelled on the portable console. Admittedly, it's difficult to bring the intricate mix of puzzle solving, strategy and combat to the Game Boy but the *Zelda* game is living proof that it could be done. And done well.

Next month sees the release of *Dragonheart*, an RPG based around the forthcoming film starring Dennis Quaid and Sean Connery. Universal Pictures believe their



film is nothing less than *Jurassic Park* meets *ET* whilst Acclaim believe their game licence enhances true *Prince Of Persia* gameplay and adds elements of *Mortal Kombat* style fighting. The mind boggles.

The point is, of course, that *Dragonheart* wants to emulate the *Zelda* game and hopefully surpass it and from the looks of our preview copy they may well be on the way to doing just that. You take control of Bowen, a young knight who sets out to destroy the evil dragon, Draco, who has cast darkness across the land and scared

everyone into submission or something. You should know the scenarios for these RPG's by now.

Dragonheart encompasses traditional RPG elements - character interaction, an inventory, a play area that mixes towns and country - but also has a distinctive combat system that discards magic and potions and just goes for good old swordplay.

The film hits the cinemas in a few months and Acclaim tell us that the game will be following close on its heels. Watch this space.



Mortal Kombat style fighting? Well, perhaps not, but it's still quite adventurous.



The main character's called Dive. Geddit? Dive? Sounds a bit like Dave... Right. I'll get me coat.

There's no doubting, though, that *Sink Or Swim* is a strange choice of game to release on the SNES. Not only is it older than Chris' jokes but whilst it was away, puzzlers such as *Bust-A-Move*, *Lemmings 2* and *Hebereke's Popoon* moved in and hugely impressed games-players everywhere. How will *Sink Or Swim* stand up against its – let's be honest – newer and shinier counterparts?

Lastly, will it be able to stand up as a game in its own right? Sure, three years ago it was an excitingly new concept but, now, games such as *Bust-A-Move*

...And do you know
what I did? I did
what you did. I
told my teachers
and all your teachers.

SINK OR SWIM

and Hebereke's Popoon have taken puzzlers a stage further and introduced two-player modes and laid down a completely different set of goals.

Well, these are questions that can't be answered by playing a preview version. But, certainly, *Sink Or Swim* seems to have lost none of its old magic. It's still fun to play and, although, it struggles in the graphics department – Titus, themselves, will probably admit that much – game-play is where it counts and *Sink Or Swim* seems to have it in abundance.

Basically, the object of the game is to use the main character – a diver – to save groups of civilians from drowning in gradually sinking levels. You go about this by utilising objects dotted about the screen. For example, on one of the levels, breathing apparatus are attached to walls about the level and as the civilians start rising to the top of the screen with the water, you have to release the breathing apparatus so that they don't drown and

can then escape. Needless to say, it is more difficult in practice than it sounds in words.

Sink Or Swim should be with us this time next month so we're all popping down to the local swimming pool to get in a bit of practice. You should probably do the same. If you like. Or you could just not bother and wait until the game comes out.

the levels are
drip-
with colour,
see for
if only

two-player
to-head down

For:
SNES

From:
Titus

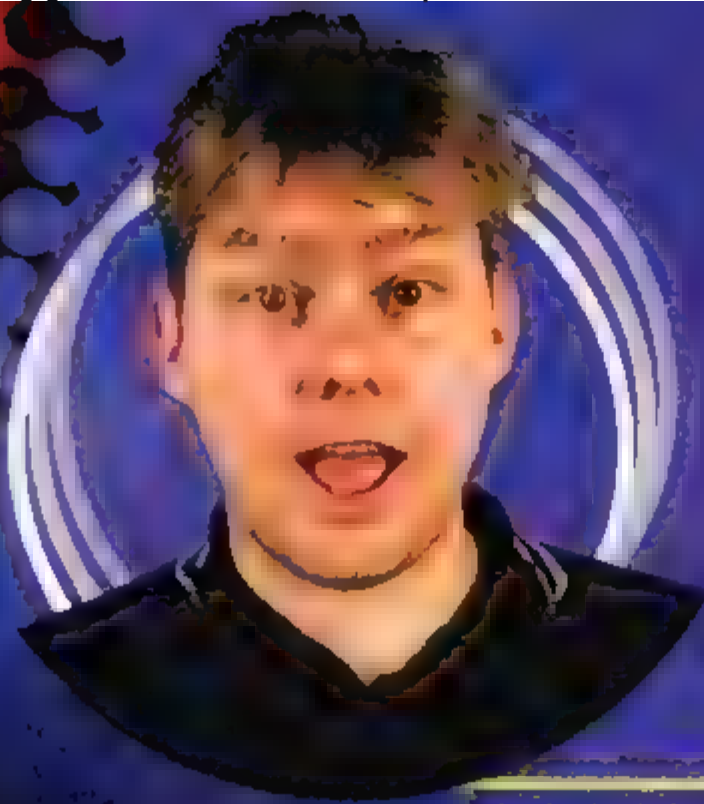
Category:
Platformer

Players:
1

Developer:
Zeppelin

Available:
July

Complete:
97%



Rob says

Hello. Rob here. Remember me? I used to review games at one time. When I felt like it. And it is true that in recent months I've handed the reigns over to the young tyke Weaver. And he's done a moderate job. But now I'm back and raring to start my expert reviewsmanship all over again. And I'm starting with an American flavour on Page 52.

Prehistorik

Last month, Prehistorik Men on the SNES was a little more than a little better. It became an office favourite. And with its superlative gameplay and all. Well, this month, I've given Prehistorik Men on the Game Boy and am hoping to emulate the successes of the SNES version. As

50

Super

Ninja Warriors

Hmm. Side scrolling beat-'em-ups. Dodgy ground, to say the least. Too often they promise much and deliver little. Last month's *Final Fight Tough* proved that much. However, *Ninja Warriors* wants to change all

College

Basketball. Gordon bleeding Bennett. It's like Baseball and American Football. Who cares about it? Who cares about slam dunks and bunk ups (I'm not actually sure whether that's a basketball move). Christ. Well. Acclaim do and so too do colleges. In fact, American colleges love nothing more. As this very game proves. And Rob's reviewing it. Promises to be a real treat. I do



Tim says

First things first, I'm fed up with the jokes Rob makes about my face, here on the left. Let's get this straight: I DO NOT look like this in real life. I've just got a normal face (Ha, ha, ha, ha - Rob) like anybody else and since this atrocious photograph was taken I've had a stylish, modern haircut. Some people have even said I look a little bit like Gary Barlow (Ha, ha, ha, ha - Everyone). Well, at least I've got that off my chest. Anyway, this month we've had plenty of cause for excitement: *Prehistorik Man* on the Game Boy, Titus' new beat-'em-up *Ninja Warriors* but, most of all, one of the most eagerly awaited games of the year: *Super Mario RPG*.

GB Man

57



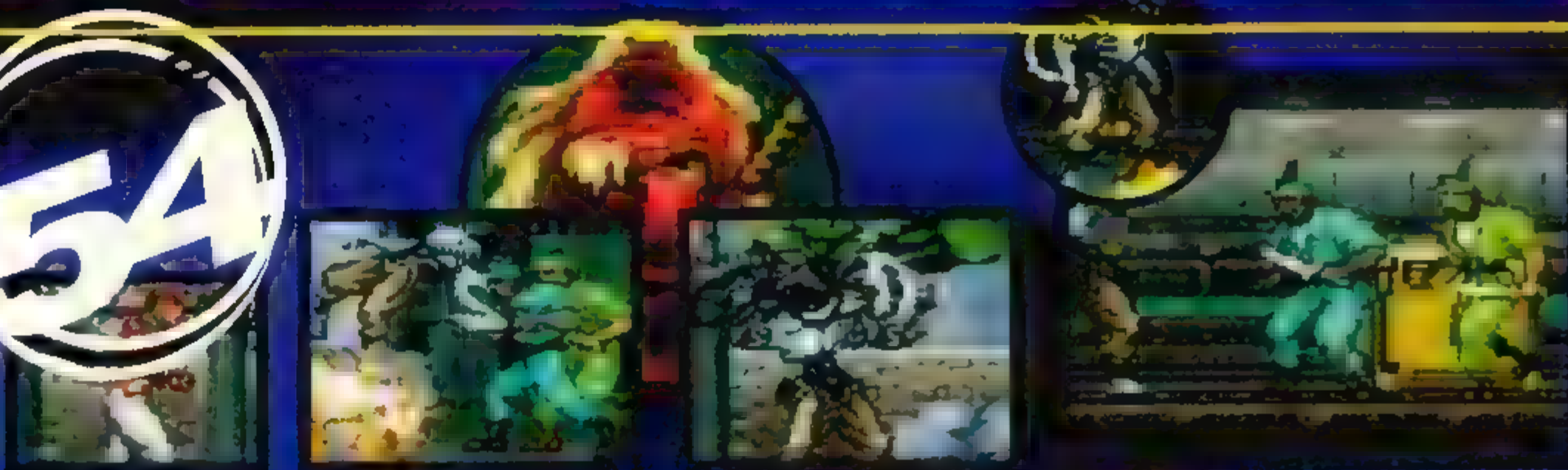
you may or may not know, with each game that comes in we like to do a little bit of relevant research and for *Prehistorik Man*, we merely observed 24-hours in the life of Rob. Oh, alright, so the gag was predictable. But it's true, I tell you.

Super Mario RPG

The most eagerly awaited game of the year? Quite possibly. It's a radical departure from games such as *Yoshi's Island* and *Super Mario All Stars* and you couldn't choose to tackle a more difficult genre than the RPG. But Nintendo have pulled an astonishing piece of software out of the hat and you merely have to turn to page 50 to find out exactly why.

Ninja Warriors

54



that. And it has all the right ingredients to do it. Page 54 awaits you.

Slam

52



SUPER MARIO RPG

PLAYERS: 1
DEVELOPER: NINTENDO
PRICE: £65 (approx)
RELEASE: ON JAP IMPORT

You have to admire Nintendo, don't you? It would have been far easier for them to develop another platformer. The game engine would already have been laid down and it's a segment of the games-

playing market cornered due to the success of titles such as Yoshi's Island and Super Mario All Stars. But, instead, they have tried their hands at something completely different and something considerably different from the RPG.

Now, RPG's are difficult to pull off at the best of times. Often they're either far too compli-

cated or far too boring. Or both. Which is exactly why Super Mario RPG succeeds. It isn't complicated and neither is it boring. And do you know why? Because it isn't a traditional RPG.

It encompasses all the elements of a traditional RPG, certainly - the battle system, character interaction, individual ratings which can

improve as you learn new skills, sprawling locations, an isometric viewpoint - but it is also sprinkled with the winning gameplay that so enhanced the other Mario games. Firstly, Mario

▲ KOOPAS
Stunningly
good RPG



Get onto one of those beds and you'll bounce about all over the shop. Just one of many nice touches.

NO @

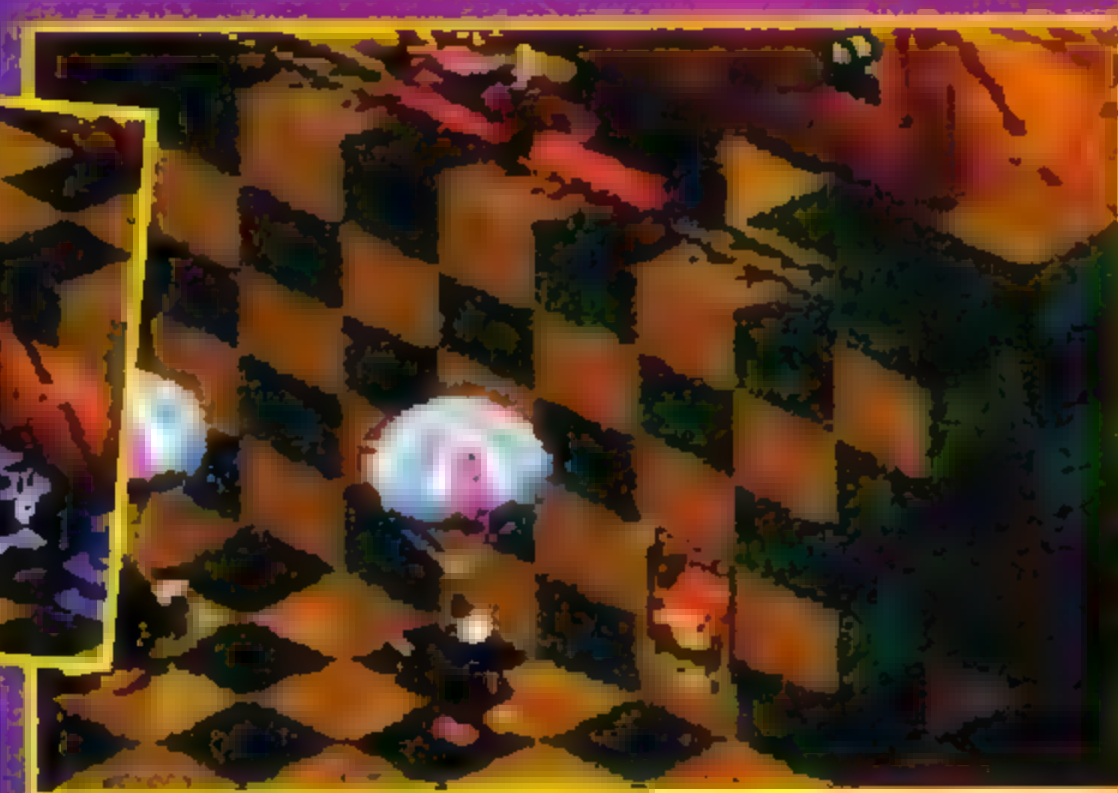
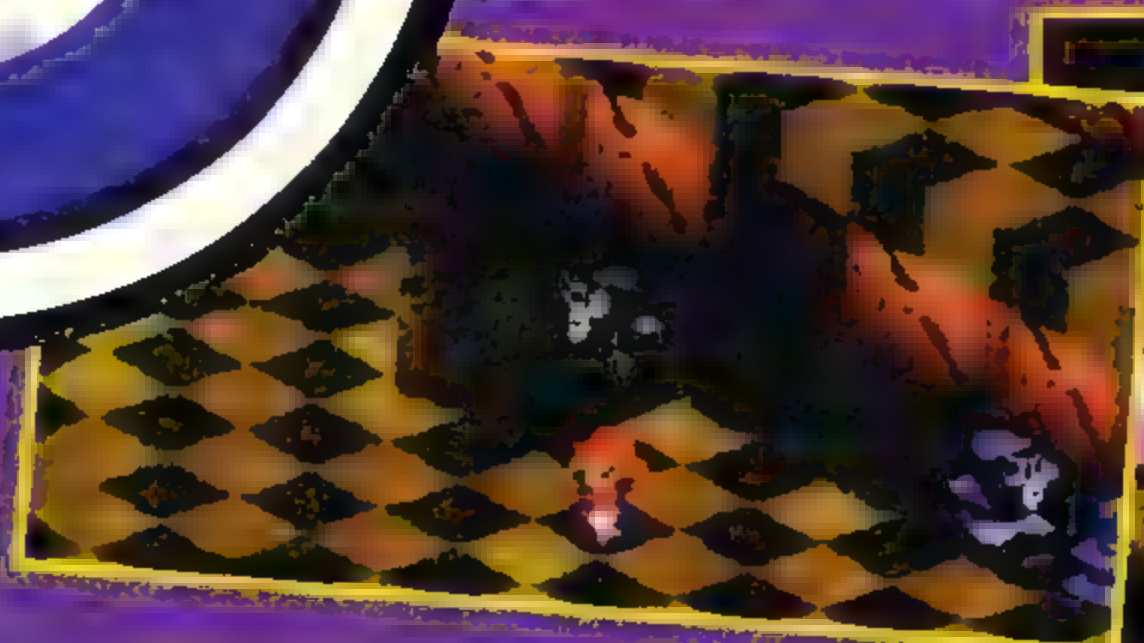
Here he comes, knock, knock, knocking on the castle door. Should meet up with Koopa now.



Blast From The Past

Remember Mario on the NES? Well, even if you can't there's a little reminder of him in Super Mario RPG. If you manage to get to the Castle, try and find the room in the picture here and go behind the column. When you reappear you will no longer be dressed in red and blue but rather the brown and red that Mario used to don all those years ago. That's magic, that is.

There he is, in all his 8-bit glory. Just like the good old days. Come on a bit since then though hasn't he?



On the above level, you can go behind the wall and hide in the painting whilst these bombs are dropped from above you.

can jump to avoid other characters – which is a radical departure from the movement routines in other games – and, secondly, the isometric action is often broken up by sections such as the mine cart level (which takes on the appearance of Mario Kart in the Temple of Doom). Though if you're a hard-core RPG-er and are worrying that there wouldn't be enough role playing in Mario RPG to satisfy you, then think again, 95% of the game is good old-fashioned RPG-ing. It's just that extra 5% of originality opens up it up to every gamesplayer that hasn't dared touched an RPG before for fear of being overwhelmed by the technicalities.

As you progress through

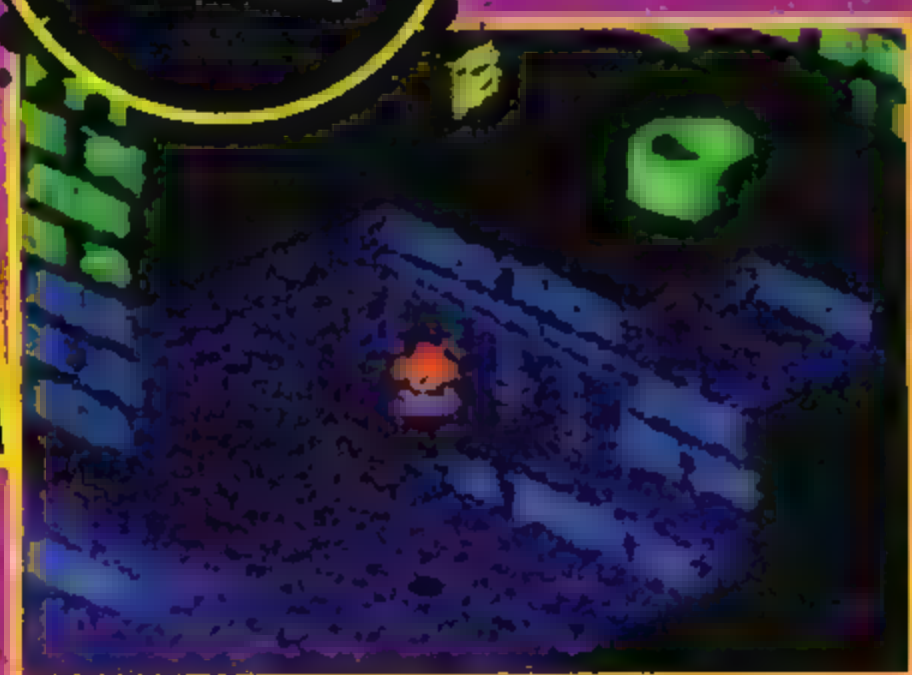
the game different characters can join your party and this becomes necessary as the fighting scenarios become more difficult. The scenarios themselves will be familiar to most RPG players. The characters can choose between Magic, Potions, Defence or Attack. Each of these four things can be accessed by one of the letter buttons. You have to decide which to use and which to save, because all of them – except the Attack option – are in limited supply.

There are 12 worlds to explore, and on each world about eight locations to visit, which – as we've come to expect from Mario products – means the game is absolutely huge. The worlds include Koopa's Castle – which comes complete with spooky music and drab interiors – and Mushroom County, the home of Princess Toadstool, who you have to save from the clutches of Koopa.

Super Mario RPG is brilliant. It will appeal to genre experts and first timers alike, which is the first time we've said that about an RPG in ages. It's big, it's challenging, it's far from

T!

POOPAS
This version's
in Japanese



A clever section this, where Mario can drop down into the wall and doggy paddle his way across. The green tubes can also be entered.



This is my personal favourite section: the mine cart level. Collect the mushrooms on the track for extra points.

GRAPHICS

Beautifully rendered locations and meticulous attention to detail.

9

SOUNDS

Some jolly, quirky little tunes, varying between worlds. Not bad at all.

8

GAMEPLAY

An RPG but without the complications. An absolute joy to play.

9

LIFESPAN

Twelve worlds means it could feasibly keep you going for months.

9

TOTAL JUDGEMENT

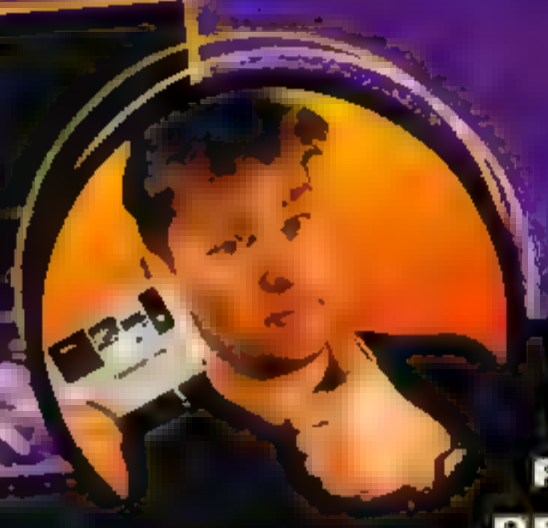
'A wonderful game that is living proof an RPG can have universal appeal. Put it at the top of your list.'

TOTAL
SCORE

91



Hands up who'd rather be in NBA Jam TE.
Okay, that's unanimous.

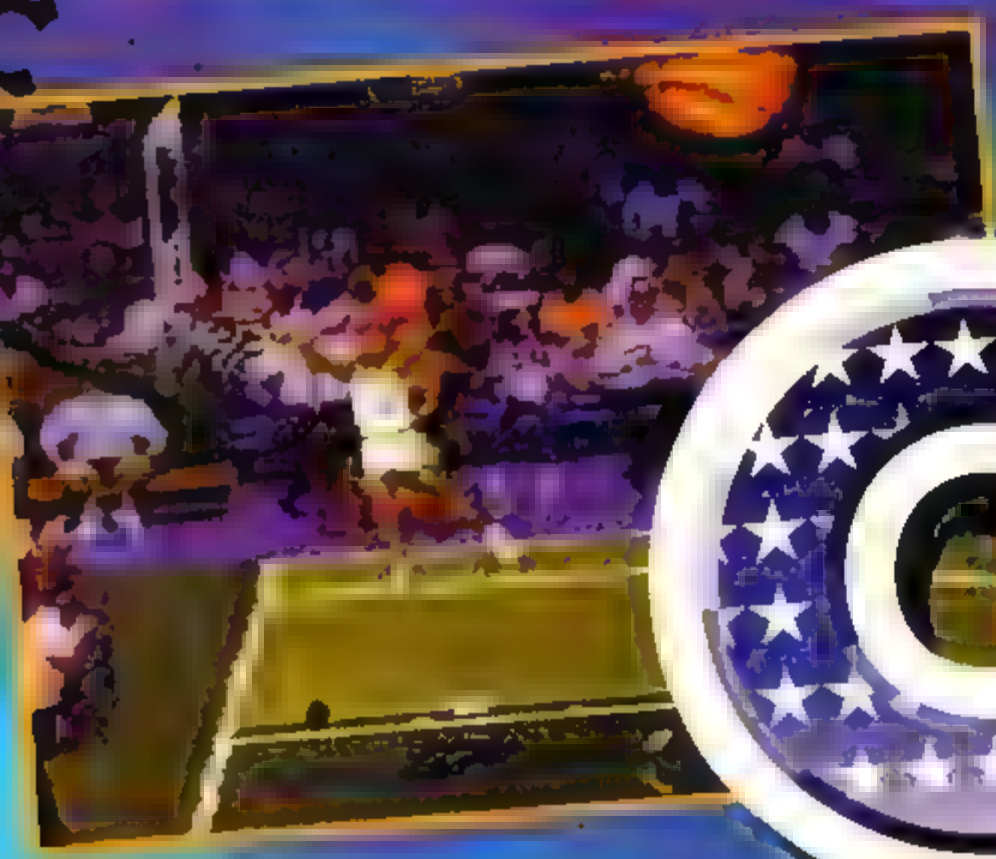


PLAYERS: 1-4
DEVELOPER: ACCLAIM
PRICE: £49.99
RELEASE: US IMPORT



Surely even educated college kids can't jump that high. This isn't a Nike commercial y'know.

There's a big difference between college sport in this country and the place it has in US culture. When I turned out for the Cardiff University footy team, we normally had a couple of the team's girlfriends on the sidelines and the odd spotty Herbert with half a cider and black in a plastic



COLLEGE SLAM

Hoop Dreams



...the choice available to you. NBA Jam is a great game and when we first reviewed it back in Issue 27 it weighed in with a healthy 86%. It was the best

basketball sim we'd ever seen. Until NBA Jam TE came along (Issue 39 - 82%). Totally addictive and with a great atmosphere this is still the best to beat. NBA Jam '96 has tried (Issue 47 - 77%) and failed. Expect NBA

Live '97 to be the next to try its luck.

Basketball - we love it.



glass watching us. And compared to the other sports teams, that was practically fanatical support.

In America it's a whole different ball game, so to speak. Stadiums are packed out and much of the sport is televised. College sport is the breeding ground for future big-name stars. So a videogame based on the

College Basketball League is not as weird an idea as it might sound.

College Slam is a very good game as well. Based heavily on Acclaim's world-beater NBA Jam, this is two-on-two basket-

ball with up to four of you able to get in on the action. The passing and shooting are easy to master - some might say too easy as end-to-end quick-scoring

SLAMS
Great gameplay makes this excellent fun.



ensues. As you learn better methods of defending this improves slightly though. There are also plenty of the outlandish turbo-boostered moves that create so much fun included to break up the repetitiveness.

There are a number of options to help you

TIM SAYS

I've never actually played *NBA Jam*, so I find it difficult to comment, but a first taste of basketball on the SNES I loved this. Constantly exciting and easy to get the hang of. Who cares if I haven't heard of the college players, I don't even know any of the famous ones.



Look at them leap like twelve young ballet dancers.



Don't you just hate show offs like that? I mean anyone can do it.

Here's a three pointer from way downtown.

Confusion reigns in the penalty box, or the D-shaped bit whatever that's called.

THE NBA JAM



tailor the game exactly to your requirements. And there are hundreds of stats. But this is where the game's appeal starts to wane when you become aware that you haven't heard of a single player. While basketball gains popularity over here and we become happily acquainted with the Michael Jordans, Magic Johnsons and Shaqs of this world, we don't give a monkey's about some electronics engineer from Winnipeg. So while this is as fun as any of the other basketball sims, why buy it when you can get *NBA Jam* for the same price?

ROB

SPAMS
No real relevance to the UK market

T!

GRAPHICS

Detailed sprites and great presentation give this a polished look.

9

SOUND

An over-excited commentator and rousing tunes. Same old, same old.

8

GAMEPLAY

Competes well with *NBA Jam*. Way too easy to score, but plenty of end-to-end thrills.

8

LIFESPAN

The four-player option extends any games' life, but there's nothing new to master.

6

TOTAL! JUDGEMENT

'This looks and plays like *NBA Jam*, but the lack of well-known players detracts from the overall experience.'

TOTAL SCORE

78

NES Super NES Super NES Super NES



PLAYERS: 1-2
DEVELOPER: TITUS
PRICE: £49.99
RELEASE: OUT NOW

NINJA WARRIORS

WHINGERS
Lacks interest
by the dozen.

Now, you should know us by now. We never make sweeping statements. We think about what we're going to say before we say it. You could say we care. Which we do. But we'll make an exception this time. Side-scrolling beat-'em-ups don't work on home systems. Fact.

It's a sad state of affairs. *Final Fight Tough* further proved it last month. Walking from left to right and kicking seven shades out of models from the Freemans Catalogue just doesn't cut the mustard anymore. In the arcades, sure, they're as popular as ever, but that's because you can spend a spare few minutes there then move onto something else. At home, you want some longevity from your games. And, unfortunately, *Ninja Warriors* like *Final Fight Tough*, last month is left sadly lacking in that department.

To be fair, *Ninja Warriors* is better than *FFT*. Technically it's far superior and both difficulty settings offer a substantial challenge. And, thankfully, the enemies look like enemies. Not extras from *Carry On Camping*.

And the intro story is nicely presented as well.

But, too quickly, *Ninja Warriors* becomes tedious. And it's got nothing to do with the programming. It's just that the genre lacks depth. It lacks originality. And, most of all, it lacks interest.

Of course, if this was in the arcades, TIM

T!

NINJAS
Solid, bright
and moderately
enjoyable

Kunoichi
At the risk of sounding sexist, Kunoichi is rubbish. Now, we're the first to admit that birds + mean women + can be as good at fighting as the next bloke - you only have to look at Chun-Li and the like to realise that - but Kunoichi couldn't hit a cow's arse with a banjo. It's absolutely true.



Kamaitachi
The best fighter by far. Strong and quick and capable of producing some pretty nifty special moves with those ninga sword arm attachment things of his. The only thing I would question is that whacking great hole in his chest. You can't tell me that's beneficial to his health.



Ninja
Taking a look at the size of Ninja - hasn't he got a suitably Oriental name then? - you'd be forgiven for thinking Geoff Capes was making a comeback. But, in fact, the truth of the matter is, Ninja's so slow that he makes our very own Thick Dyer look like Siegmund Freud.



GRAPHICS

Intricate backgrounds, well detailed sprites and explosions aplenty.

8

SOUNDS

The tunes are pretty standard but the sound FX are truly excellent.

7

GAMEPLAY

The special moves are quite smart and the whole game is fairly playable.

7

LIFESPAN

It's a challenge certainly but it's also very tedious. It's not going to keep you hooked.

6

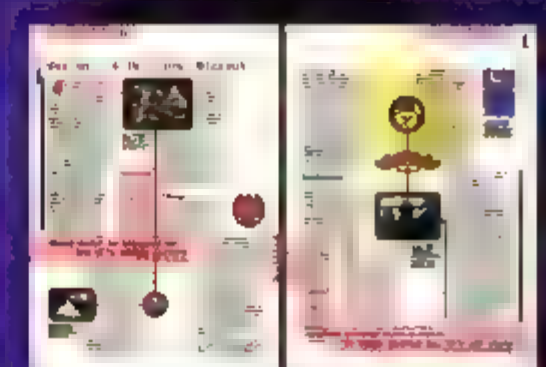
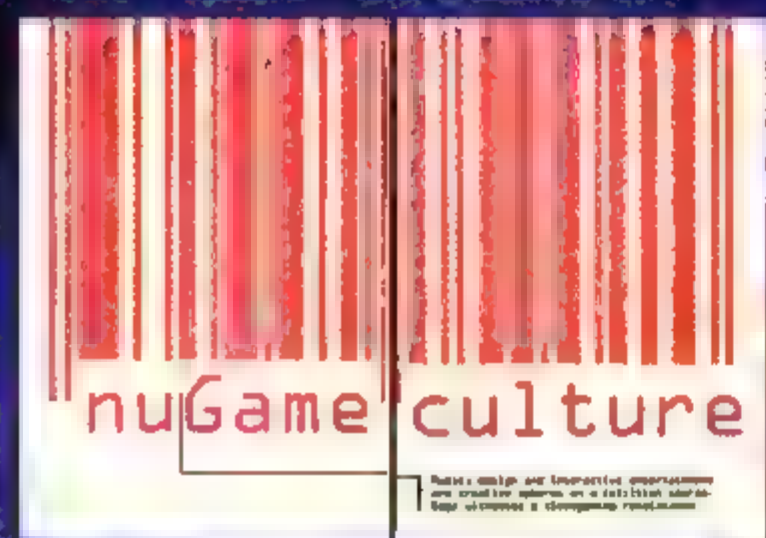
TOTAL JUDGEMENT

'Technically, *Ninja Warriors* is very good but, like *FFT* last month, it lacks originality and excitement.'

TOTAL SCORE

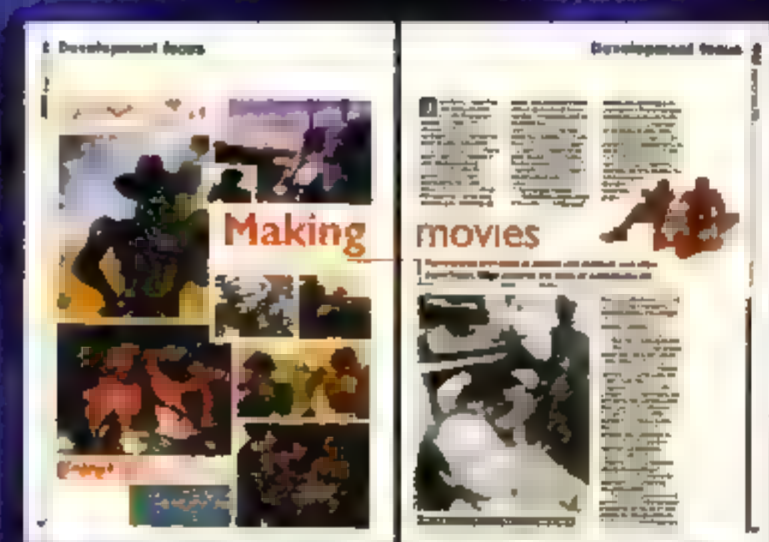
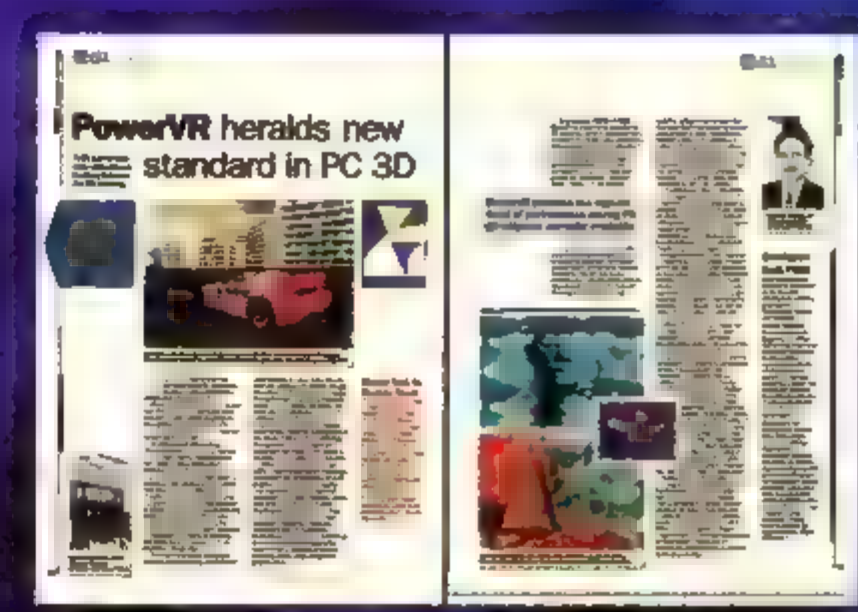
70

not all
**videogames
magazines** are the same



Edge is the UK's **leading** monthly
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It delivers **unrivalled** coverage of the
latest developments in videogaming



It reports intelligently with insight,
analysis and, above all, **authority**

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There he goes again. Messing about with his hang-glider.



These platforms take you



PLAYERS: 1
DEVELOPER: TITUS
PRICE: £15.99
RELEASE: OUT NOW

PREHISTORIK MAN

GB

It seems like you can't keep a good games company down. One minute Titus are busy emulating the dodo and the next they're trying to compete with The Beatles. Not that we're complaining, mind you. In fact, we positively love it. Especially if it means we get to review games like last month's *Prehistorik Man*, which this month, sees the light of day on the Game Boy.

The conversion is a fairly faithful one. The graphics are still excellent – and the main sprite still sizzles with originality – and there's plenty of

barmy sound effects and jolly tunes to keep you whistling. The levels are set out differently but

have retained their size and difficulty and the puzzle element of the game hasn't been forgotten either.

There are, however, a number of changes

The *Prehistorik Man* himself no longer has a roar that acts as a smart bomb – which is a pity as that was one of the cleverest features of the SNES version – and his movement can sometimes become very slow. Too often he seems like he is moonwalking and this can become annoying if you're trying to run away from something and keep getting caught. And whereas the SNES version completely avoided those dreaded leaps of faith, this version has them in abundance. Which is a shame because, overall, *Prehistorik Man* has a lot of potential. It's just that on the Game Boy it loses that certain spark of brilliance that set it apart from

its competitors on the SNES.

T!

CLUBS
Original, good looking platformer

BLUBS
Just lacks a little something

The graphics are lovely throughout.



Dinosaurs, and loads of them. Except they eat you if you're not careful.

GRAPHICS

Detailed playing environments and a wonderful main sprite.

8

SOUNDS

Just as barmy and jolly as the sound FX and tunes on the SNES version.

8

GAMEPLAY

Easy to play, certainly, but lacking the same originality and excitement as the SNES.

7

LIFESPAN

There are two difficulty levels and still plenty to see and do.

8

TOTAL! JUDGEMENT

'Not as essential as last month's SNES version but still very good and well worth a look.'

TOTAL! SCORE

80

Secret

Secret Of Evermore is a rather large and lovely RPG by those clever chaps at Squaresoft. But it's pretty hard so you're gonna need some help with this one. Well it's your lucky day, because us lovely peeps at TOTAL! have gone and done a complete solution - starting here and concluding next month. Rather good of us really, don't you think?

World 1 Prehistoria



1 Picture the scene, if you will, the year is 1965 and in the heartland of America is a sleepy town called Podunk - the last place on earth you would expect to play host to a bizarre experiment conducted by one seriously whacked out scientist named professor Ruffleburg.



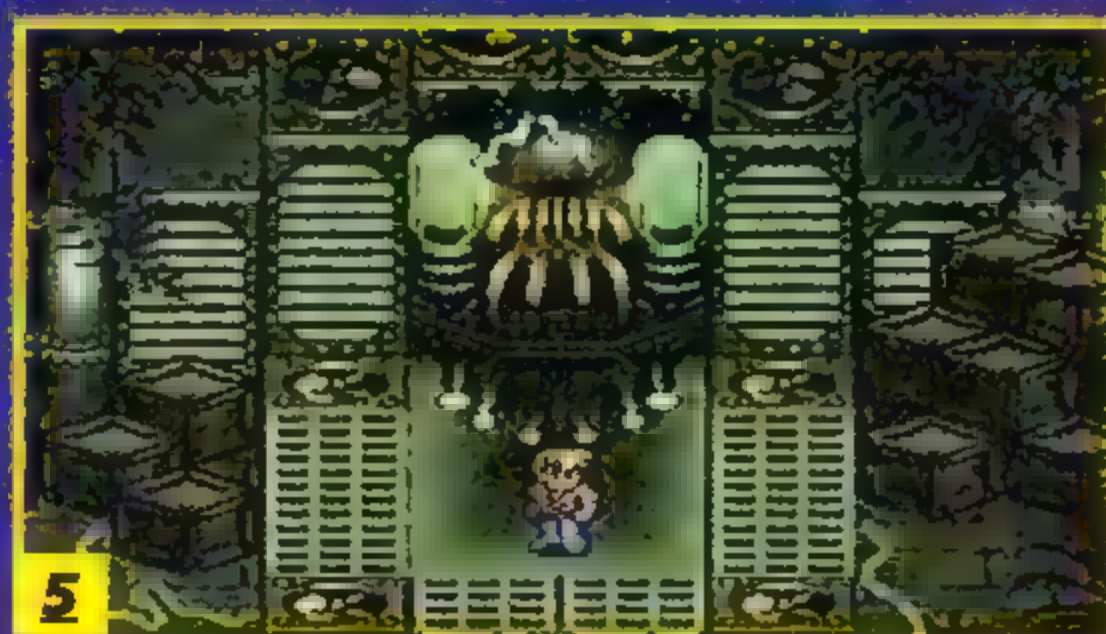
2 Behind the walls of this mansion the good professor and his three guests are about to embark on a experiment that is going to make their wildest dreams come true. Or is it? No. For something went wrong, very wrong and far from making their dreams come true it was the beginning of the professor and his guests' worst nightmare - ever!



3 Cut to modern day Podunk 1995. Here we meet the heroes of the tale. For our purposes we shall call them Pedro and Scampy (for there are no default names in this game). Pedro is a kid who loves old low-budget B-movies and Scampy is his trusty dog, or as trusty as a dog can be! As Pedro and Scampy leave the Bijou cinema Scampy spots a cat which he starts to chase.



4 Pedro joins the chase which leads to the ruined Ruffleberg mansion, there is no sign of Scampy so Pedro enters the mansion and starts exploring. He comes across Scampy sniffing around by a wall which has a loose panel. Pedro pulls the panel open and discovers a science laboratory behind it.



5 Pedro and Scampy enter the laboratory which is full of fantastic futuristic equipment that wouldn't look out of place in one of Pedro's favourite sci-fi B-movies. In the middle of the lab is a strange-looking device. Pedro stands under it and then notices that Scampy has started to chew on some of the wires leading to the machine. Scampy suddenly disappears. And so does Pedro.



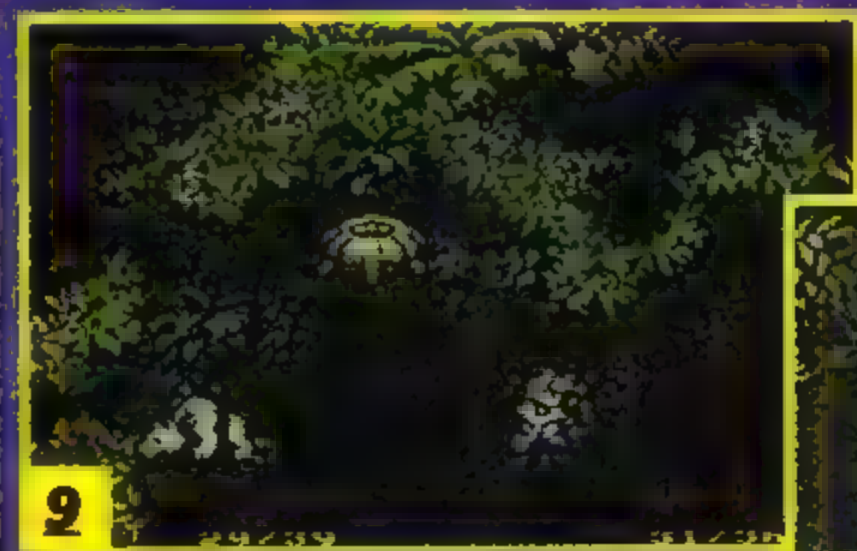
6 Pedro finds himself in another lab with even more hi-tech equipment than the one in the mansion. A creepy dude in a butler outfit greets him and tells him he's not supposed to be there. He then leads them past a professor and to a spacecraft which he tells Pedro that he must go through.



7 Pedro enters a small chamber, and the door closes behind him. Here you take control of Pedro. Go to the chest in the top right of the room, here Pedro finds the bazooka. When the two Guardbots appear use a blast from the bazooka to send them packing. After this a door opens and Pedro automatically exits the room. Our hero suddenly finds himself in a spacecraft which takes him on a crazy ride before crash landing.

of Evermore

8 Pedro climbs from the crashed space-pod, dazed and confused and discovers that he is in a strange prehistoric land. A large wolf-like creature comes over to him who looks familiar. Could this be Scampy somehow transformed by the machine? To test his theory Pedro throws a stick for the creature to retrieve. It comes back with a large bone which Pedro decides will make a good makeshift weapon.



9 The reunited duo start to search around the prehistoric landscape for items. Scampy's attack level should be on search while Pedro takes care of the man-eating plants and mosquitoes with his Bone Crusher. When you've collected all there is in the area, head for the exit in the north.

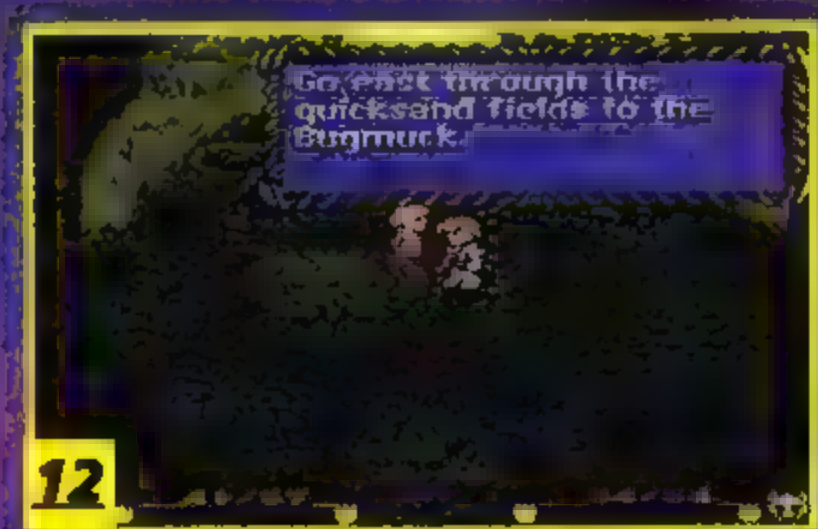


10 Pedro and Scampy find themselves in a clearing bordered by four bushes. Once you are in the middle of the clearing four Raptors attack your team by running out of the bushes hitting either Pedro or Scampy then running

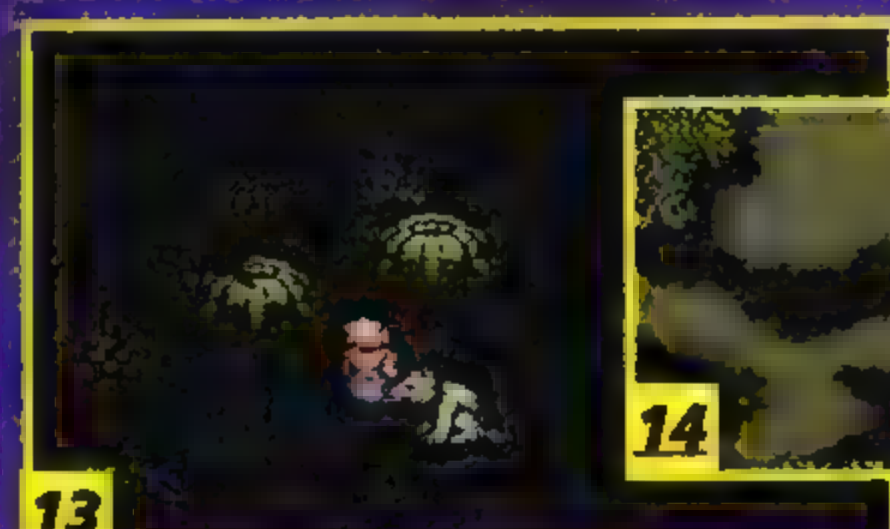
back into a bush on the other side of the screen. These Raptors are hard. Pedro and Scampy are not supposed to win this fight. When Pedro loses all of his hit points Scampy bravely pulls him to safety.



11 Pedro wakes to find himself in a small hut with an old man peering closely at him. The man explains that they'd been attacked by Raptors and he would have died were it not for the brave Scampy. The old man gives them permission to take anything from the village that may come in handy on their quest. He also asks if you want to save your game.



12 Whilst wandering through the village Pedro and Scampy come across the hut of the tribe leader, Fire Eyes. Fire Eyes turns out to be a girl called Fire Eyes. She tells Pedro that she has heard that a girl has been taken by a monster and is looking for a way to save her. She gives Pedro a key to the village and a map to the Bugmuck.



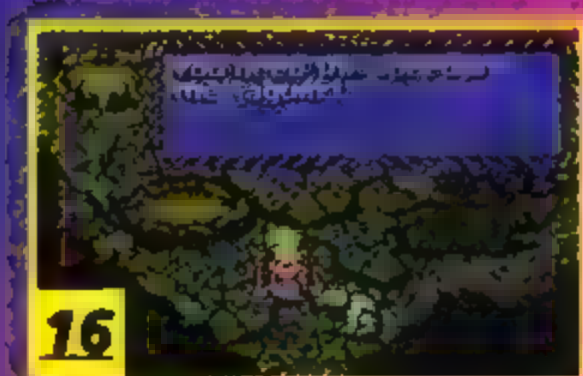
13 Before Pedro and Scampy embark on their mission to find Strong Heart, they search the village thoroughly and go into every hut and speak to every person. This will reveal a grove is located in the north of the village where some rather nasty monsters are waiting for you.



14 The road to Bugmuck (where Strong Heart is missing) is to the east of the village. Pedro and Scampy are attacked by some Skelesnails on the way. Take your time to give these suckers a good kicking as this powers up your weapon and experience skills and, more importantly, earns you some cash.



15 Keep heading east until the jungle gives way to desert. It appears safe until a sand pool opens up, swallows Pedro and then spits him out in another area of the desert. Fortunately, the sand pool brings Pedro and Scampy outside the jaws of a dragon keeper who makes Pedro an offer he can't refuse.



16 The merchant in the desert is a large, fat, balding man with a large nose. He is the only one who can make Pedro's attack level go up. Once you have the key to the village, you can make Pedro's attack level go up by pressing the button.

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17 Using his new found speed, Pedro should now head towards activating the Ring of Power. He is pulled into a cave where Pedro and Scampy leave the Ring of Power and enter a cave.



17 Using his new found speed, Pedro should now head towards activating the Ring of Power. He is pulled into a cave where Pedro and Scampy leave the Ring of Power and enter a cave.



18 With a little exploring in the northern square of the land, Pedro comes across a cave. Note the container on top of the cave. It contains a mammoth guard but don't worry, you'll get a chance to explore up there later. Enter the cave. You never know there might be a pleasant old buff in there just waiting to give you a new alchemy spell.



19

19 Inside the cave there is a pleasant old buffer waiting to give Pedro a new alchemy spell! It's a Hard Ball spell and jolly useful it is too. You should also take the chance to stock up on ingredients, this guy is much cheaper than the one in town so fill your boots!



20

20 This is the entrance to a maze that leads to Thraxx's Lair. Pedro finds it in the south-west area of the tar pits. The maze itself is dead easy. All you have to do is exit the maze by turning on the left then re-enter to the upper tier and you come to Thraxx's lair.

Thraxx has 600 hit points so he takes a while to defeat. Scampy's action grid to attack and let him deal with all the tar giant maggots that keep emerging. The trick to defeating Thraxx is to get close to him and call up your



21

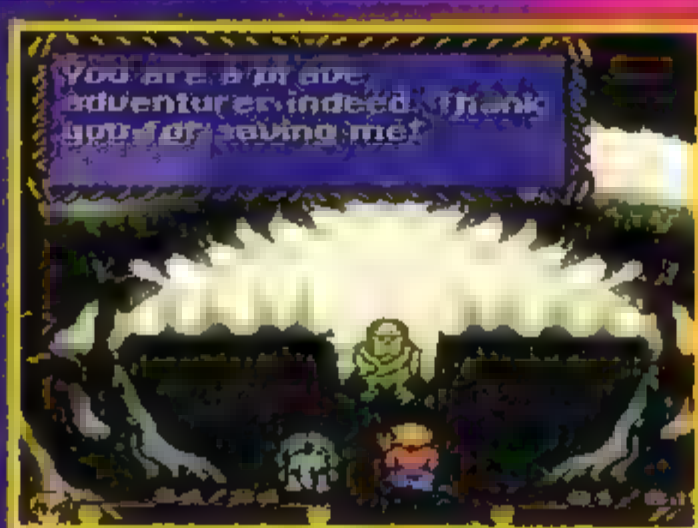
alchemy spells, highlight Thraxx's heart as your chosen attack area and let rip either with your Flash spell or the Hard Ball spell. When he takes

1000 damage he will stop on attacking in the



22

22 Amongst the remains of Thraxx's mutilated body Pedro finds a new Spider Claw axe and the remains of a giant cocoon. This is an ideal chance for Pedro to use his new axe and chop open the cocoon to see what is inside.



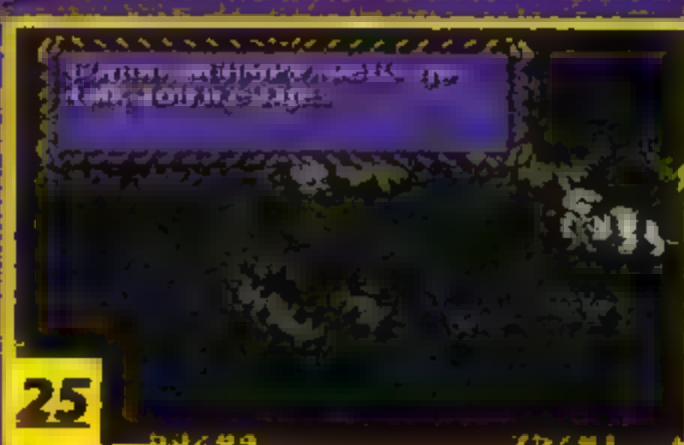
23 Here you'll find a Strong Heart. He professes his eternal gratitude and gives you a few ingredients as a sign of his appreciation. He then suggests that you return to the village where Fire Eyes rewards you for your courage.



24

24 With Pedro's newly acquired axe you can now hack away at any undergrowth that blocks the dynamic duo's path. So before returning to the village explore as much as possible. To the north-east there is a wall. Walk through to find a lone alchemist. He gives Pedro a powerful Acid Rain spell, also take this chance to save your game.

24 With Pedro's newly acquired axe you can now hack away at any undergrowth



25

25 It is a good idea to use Pedro's new axe as much as possible so it can be charged up and quickly reach Level Two. It makes a formidable weapon. Don't return to the village until you have found the Mammoth guard. With this you will be able to go back to the village and see Fire Eyes.

25 It is a good idea to use Pedro's new axe as much as possible



26

26 Fire Eyes tells Pedro about a new crisis that he wants Pedro to sort out. Apparently the neighbouring volcano is cooling down which could have a catastrophic effect on the village. Fire Eyes gives Pedro six Cali Beads so that he can tail her. If he is ever in desperate trouble. She then gives him a demonstration of her pyrotechnic abilities and then sends him on his way.

26 Fire Eyes tells Pedro about a new crisis that he wants Pedro to sort out. Apparently the neighbouring volcano is cooling down



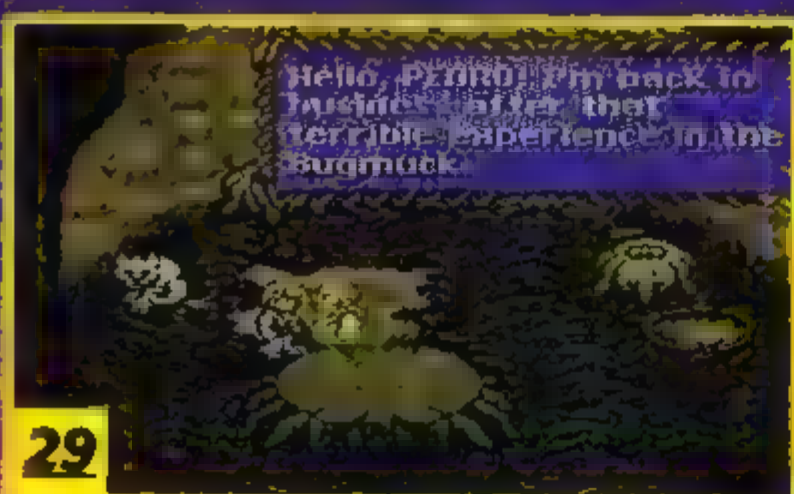
27

27 Hidden in the little grove that Pedders and Scampy found earlier is an elder Alchemist. He gives you his Defend spell which boosts defence value. This comes in mighty handy in the battles to come.



28

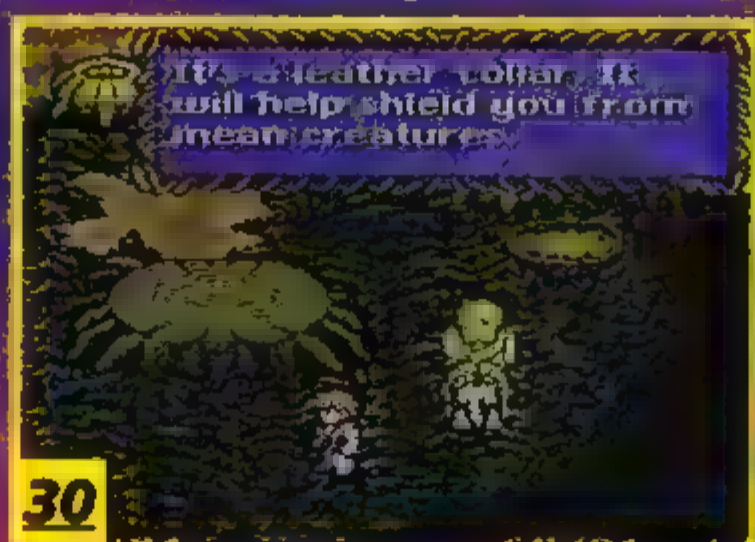
28 Now it's time for Pedro and Scampy to go and visit Strong Heart. Leave the village by the southern exit, then head west using Pedro's lovely new Spider Claw to cut down any bushes in his path. You should come across a cave entrance with a sign that says 'The Cave of the Heart'. Remember, if you are ever in trouble, you can always pick it up.



29

29 When Pedro and Scampy arrive at Strong Heart's hut he greets them warmly and gives Pedro a new alchemy spell for Cure. When he can dispel potions with Take this opportunity to buy some ingredients from Strong Heart, especially the ones you need for the Cure spell.

30 Don't forget that Scampy can talk to people as well, he will often find out things that Pedro can't. If Scampy talks to Strong Heart twice in his hut, Strong Heart will offer him a leather collar which he would be barking mad to refuse.



30



31

31 The exit leading from Fire Eyes' village to the Vipera Volcano is located to the north. Pedro and Scampy come across a cave that has its entrance blocked by a large boulder. They should go west which should lead them to another cave inhabited by a armour salesman. Buy the shell plate armour for Pedro and sell his old grass vest.



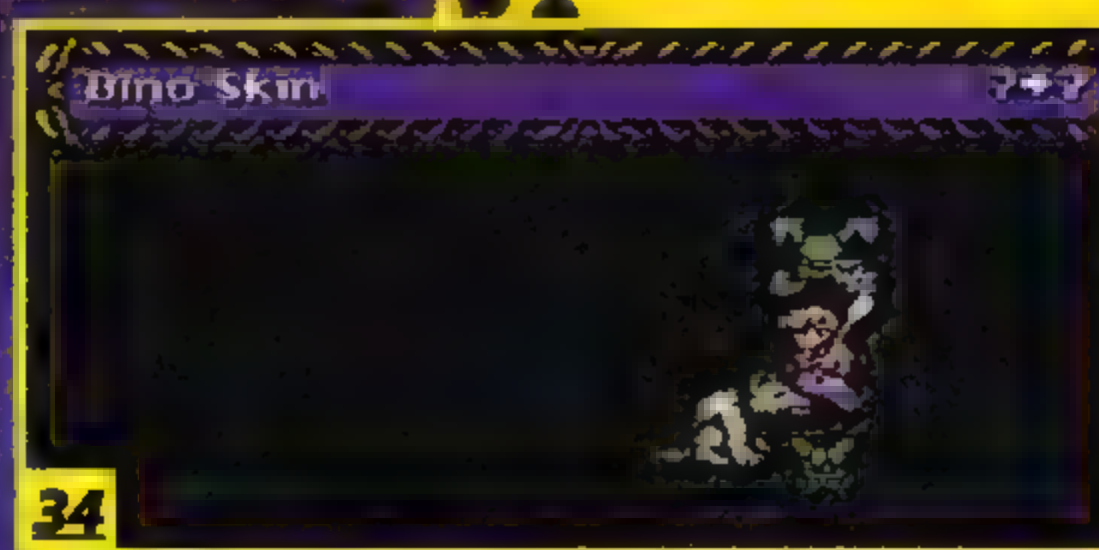
32

chop up the plant to the right of the hole. Now follow the path north until you come to an open area with a giant skull in the middle. Fight the Vipers using a mixture of spells and attacks to finish them off. The vipers have 125 hit points each so be patient.



33

Once the Vipers are defeated Pedro gets the Horn of Power. The horn is more powerful than the horn of life and after building it up a couple of levels it can be thrown at enemies. A gatekeeper appears at the giant skull gate, he'll thank Pedro for getting rid of the Vipers and offer to heal Pedro and Scampy. Accept his offer and then he gives you the Heal spell before allowing you to enter the through the gate.



34

As Pedro and Scampy come down the volcano they come across various caves to be explored. In this particular cave the door automatically closes on entering, trapping our heroes with three Raptors. Defeat these and Pedro receives the Dino skin. Equip the armour then exit the cave.



35

On the way to the top of the volcano Pedro comes across a set of stairs with several geyser. His task is to use the geyser to propel him to the top of the volcano when they spout. Stand on the left geyser first which blasts him up two levels, then walk into the left cave which brings you out on a lower level. Now stand on this geyser. As he steps on it an animated sequence begins showing Pedro and Scampy being hurtled to the top of the volcano.



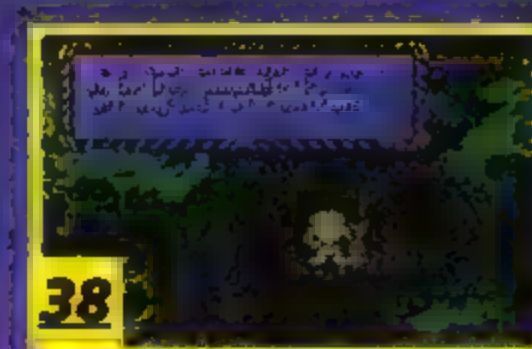
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At the top of the volcano speak to the hermit. He gives Pedro a Levitate formula but he needs some mud peppers to make it work. Slide down the volcano's side by stepping off the edge, defeat the Raptors on the way. At the bottom, head east and follow the path until you reach Blimp's Bog.

The secret of solving the maze of Blimp's Bog lies in defeating certain Frippo creatures and crossing lily pad bridges that appear along the way. Keep heading east. When you cross the new paths and reach the far shore walk to the end of the platform and Blimp appears.



37



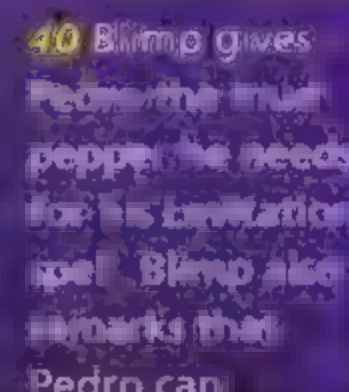
38

You'll find Blimp standing outside his hut holding a skeleton of a fish and asking for help to defeat a snake that's out of control. At this point a huge ugly sea snake appears called Salabog.



39

Salabog has 2,000 hit points and is best defeated by using your Horn Spear which needs to be charged up to Level Two or better. Leave Scampy to kill White Whips that Salabog spits out at you and concentrate on fully powering up the spear and throwing it at Salabog.



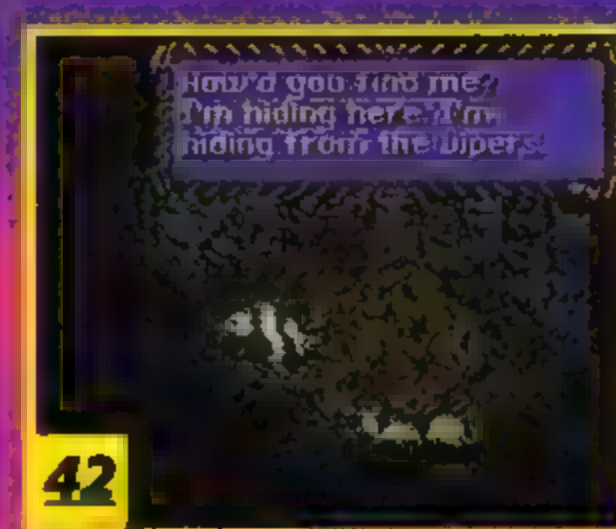
40

Blimp gives Pedro the mud pepper he needs for his levitation spell. Blimp also remarks that Pedro can always return for another mud pepper when he has used the one he's been given. Take this opportunity to save your game.



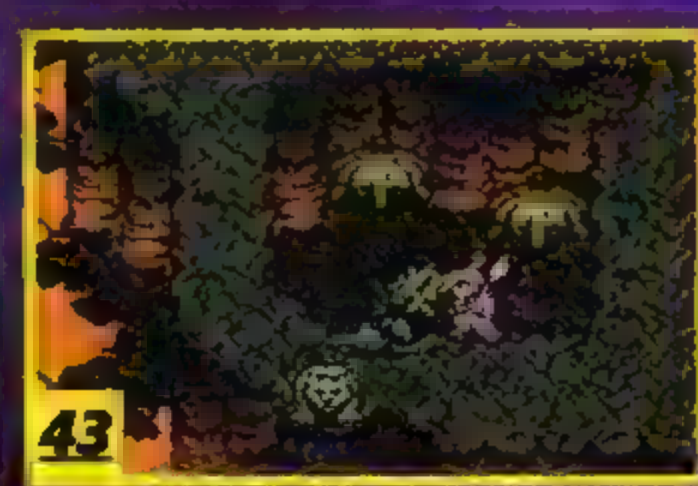
41

Don't forget to keep an eye out for walls that can be walked through. The maze is a real pain in the neck so know what you are doing. Find the sandy wax ingredient in the maze and navigate through the water pipe until you reach the end. Drop down the hole and go below.



42

Don't forget to keep an eye out for walls that can be walked through. The maze is a real pain in the neck so know what you are doing. Find the sandy wax ingredient in the maze and navigate through the water pipe until you reach the end. Drop down the hole and go below.



43

Follow the maze and you will find the mud pepper which is guarded by the viper commander (250 hit points). To stock up on mud peppers after conquering the Viper commander exit the area via the south and then re-enter find the Viper commander again and you receive a second mud pepper. Do this many times to increase your supply and increase your health.



44

Click the switch in the corner of the room to open a gate. Speak to the good Viper and save your game in another memory slot. Walk into the right tube and go forward until you drop out of the tube in the room. Go out through the gate.



45

Click the switch in the corner of the room to open a gate. Speak to the good Viper and save your game in another memory slot. Walk into the right tube and go forward until you drop out of the tube in the room. Go out through the gate.



46 After Pedro and Scampy defeat the two other Fire Eyes, they fall into the magma. Magmar jumps onto them. Magmar has 1,000 hit points so the battle is a

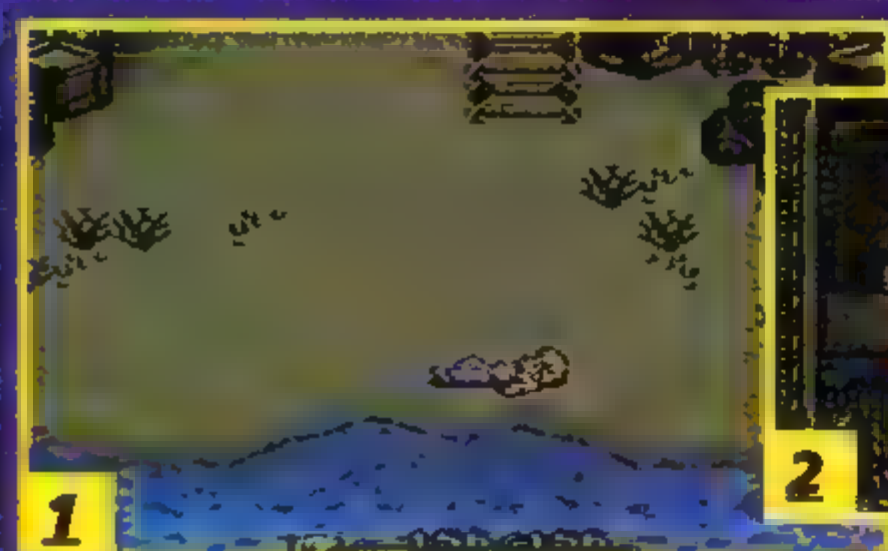
long one. Watch out for Magmar's magic attacks as well as vicious blows. Charge up your most powerful weapon and alternate your blows with rapid fire magic. After a few minutes of intense battle, Magmar is defeated.



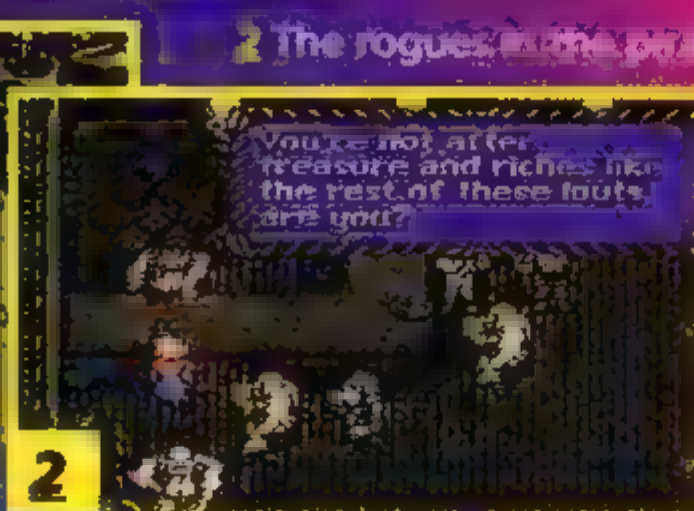
47 After defeating Magmar (the evil boiler from hell) you would have thought you could relax for a minute or two, but oh no, at this point Fire Eyes' evil twin appears and turns up the heat on the volcano machine causing an explosion which rockets Pedro and Scampy out of the volcano and into the sky!

47 After defeating Magmar (the evil boiler from hell) you would have thought you could relax for a minute or two, but oh no, at this point Fire Eyes' evil twin appears and turns up the heat on the volcano machine causing an explosion which rockets Pedro and Scampy out of the volcano and into the sky!

World 2 Antiqua



1 When Pedro and Scampy are blasted out of Prehistoria, they splash down in a river, then fall down a gigantic waterfall. When Pedro wakes up he is alone on a beach near Trusacia and Scampy has disappeared. Pedro sets off to find him heading towards a bar on-board a pirate ship, which he sees in the distance.



2 The rogues in the pirate bar tell

Pedro about the vast riches on the west bank. Pedro must

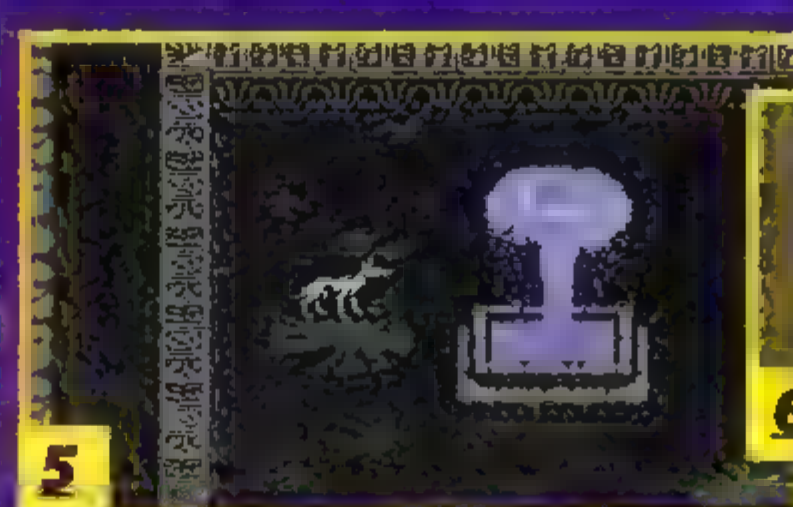
talk to everyone in order to learn what he must do next. He will also find that the money he found in Prehistoria is no good for purchasing anything in this new land. Pedro must find a rogue in a cave (which is located to the east of the ship) who can exchange his money for him.



3 After exchanging your talons for jewels, a mad monk offers to sell Pedro the Amulet of Annihilation for 10,000 jewels. He declines the old fool's offer as he has nowhere near this much money. Take note of the name and price; you may need to buy one later in the game. Take a wander around the ship and save your game in the inn.



4 Before Pedro sets off to find the ghost pirate, find the armour salesman and stock up on bronze armour (don't forget to sell your old armour). Now go east and explore. Walk through the first cave you see and you will appear on a ledge directly above the cave you entered. Dodge the rogues and mad monks and enter the cave. Just a few paces to the east. Speak to your old friend; he'll give you some useful information.



5 So what's happened to Scampy? He finds himself in the centre of a four-tail; he has now changed form somewhat into a whippet-shaped dog. Manoeuvre Scampy across the fly pads and speak to the two people in the ground. Then enter the palace where a surprise waits for him.



6 Blimp has built a bridge for Pedro across the ravine to the desert and then gives him a Crush formula. Exit north across the bridge and walk into the desert.

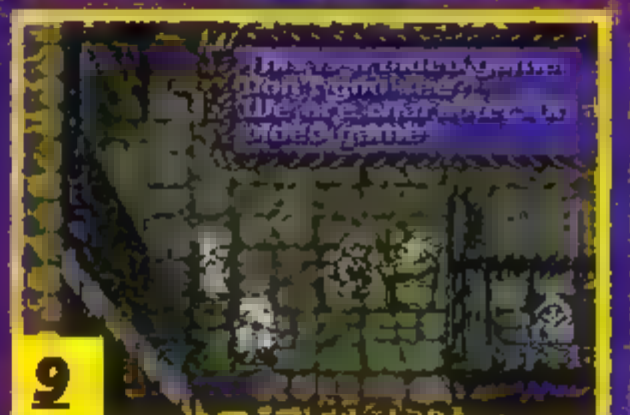
Take this opportunity to power up your weapons to Level Two and your alchemy formulas to Level Three. Do this by beating up baddies, then saving your game, buying new ingredients, and then repeating the process. The desert heat quickly drains Pedro's energy, so visit an oasis to help replenish his hit points.



7 The skeleton ghost appears in the north of Blimp's bridge. He has prepared a giant gondola lift to take you to the other side of the endless desert, and he has the Amulet of Annihilation. If you have the Amulet, then the man must either throw it away or keep it and get on with his life. If you don't have the Amulet, then



8 You'll notice the background repeating itself so you may wonder if you are making any progress. Be patient and keep heading north. Keep an eye out for the oasis that keeps appearing. These life-saving lagoons fully restore Pedro's hit points. Don't forget to use the A button to make Pedro run and outpace the pesky spiders and tumbleweed.



9 When Pedro arrives at Nobilia, he should talk to the guard then explore the market. Look around for the best deal. Get as many rare items as you can and don't trade any away. Talk to the boss below the entrance, when he says something like, 'If I'm lying may I be struck by lightning', the next screen should show a list of three animals. Turn into one by pressing Y and he'll give you the stone vest.



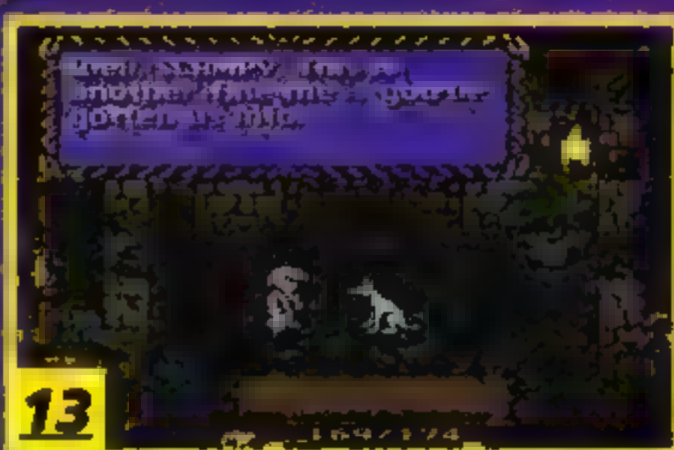
10 On the outskirts of the market, Pedro comes across a large rock blocking the entrance to the palace. Raise the rock using the levitation spell, whereupon Tiny the muscle man appears and tells him that he can show him how to move rocks the easy way, but only if he goes to the market and brings him back a tapestry.



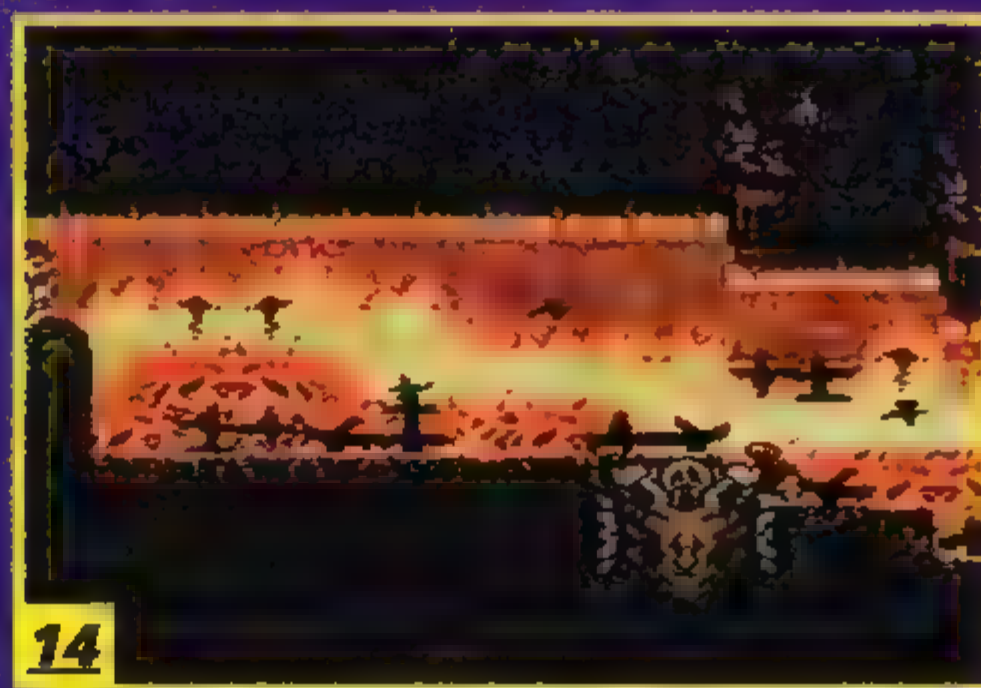
11 Speak to the rogue who is hiding behind some crates in the south-east section of the market, he'll give Pedro the Atlas Formula for 100 jewels, he can't use this yet until he gets an Atlas medallion. Shop as much as possible in the market, look out for charmed items in particular these as they prove very useful later.



12 Soon the market closes and Pedro notices that there's a gathering in the square and on a podium is Scampy. The dog spots him and runs over to him. This is unfortunate since Scampy has been mistaken for the sacred dog of Nobilia who, on this sacred day, is set loose. The first person who approaches is appointed to fight the town champion in a battle to the death.



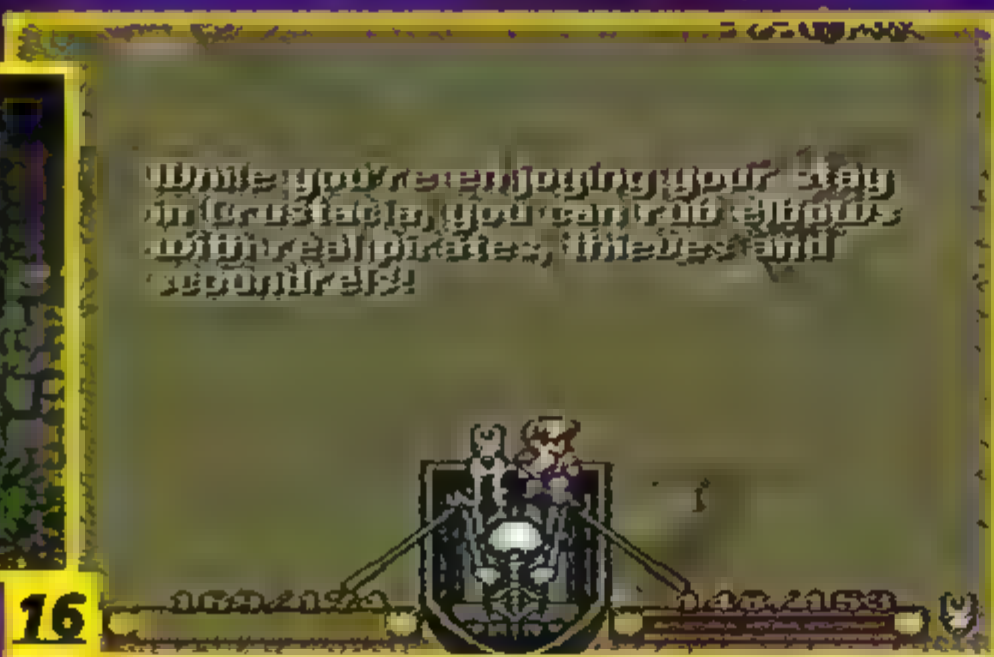
13 While Pedro is in the dungeon, save your game with the administrator then explore the pots in the coliseum dungeon. Take the Centurion Cape and put it on. Also, check the walls on the right-hand side of the room as there is a hidden passage there. In the passage you'll find containers with all sorts of wonderful new armour and other assorted goods.



14 Vigor is a bit hard! He has 1,050 hit points and uses a chariot as a battering ram, so keep moving around. All weapons work against him, but the horn spear or spiders claw are best. Vigor's weak spot is his back, five strikes here with a Level Three horn sees him off. Facing certain death, Vigor wisely forfeits the fight and rewards you with the gladiator sword - your most powerful weapon yet.

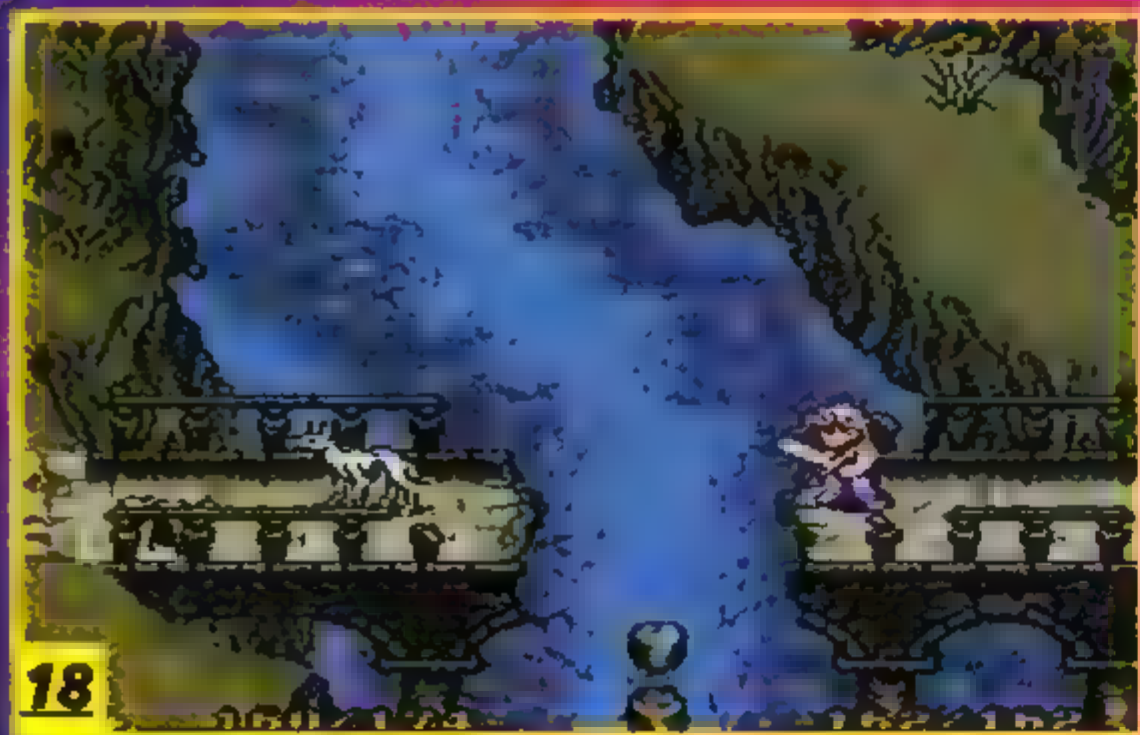


15 The Administrator tells you about your mission that begins on the west bank. Ask for a map of the land. The administrator gives you the map and tells you to go to the west bank and find the pirate ship. The administrator says that the pirate ship is on the west bank and that you should go there. The administrator says that the pirate ship is on the west bank and that you should go there.

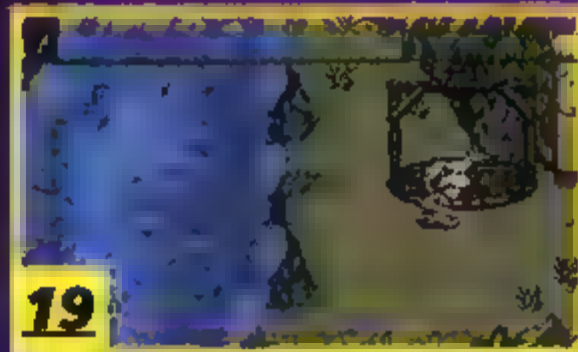


16 If you don't fancy the long trek back through the desert, buy an Amulet of Immortality in the market. The salesman will give you three amulets for one bag of gold, or two of them for later and one bag of the ghost pirate, then enjoy the ride.

17 Leave the desert and cross back over Blimp's bridge. Look to the east and you'll see that Tiny's rock has cleared the way to a previously inaccessible platform. Make your way to this ledge and collect a Call Bead and 200 jewels that are hidden in the gourds. Then go and see Blimp who will give you the Revive Formula and offers you the chance to stock up on supplies.



18 Walk to the Crustacean pirate ship and save your game at the inn. Here's a good chance to start powering up your formulas and weapons because the baddies on the other side of the river are hard nuts. Go west until you reach the broken bridge, at this point split up. Select Scampy then stand on the western most tip of the bridge and leap across to the other side. Now work your way along the river beating the rogues as you go. When you get to a transporter, ride across the river to the east bank.



19 Ride across the river to the east bank. Put both characters on the transporter and ride it back to the west bank. Go south and use the axe to hack through brambles on your left. Go west along the path until you arrive at Horace Highwater's camp.



Horace informs Pedro that one Diamond Eye is in the great hall and the other is in the hall of Colossia. (To return to Horace, Pedro is going to need both of them.) Go to the next tent and meet Madronius, he gives you the Revealer Formula and tells Pedro to look out for his brother who's hiding in Colossia. Then go back with the girlie in the next tent. Head east across the river and then south 'til you reach a ditch.



21 Power up your weapons and spells to the highest level possible as you travel to this chasm. Use the Revealer formula, this causes a bridge to magically appear. Cross the bridge and



24 Once again, switch back to Pedro and walk along the path collecting the goodies on the

22 The pyramid has two entrances; one on the ground barred by a gate and activated by a pressure sensitive switch, the other on the first floor reached by a flight of steps. Scampy can't climb so stand Pedro on the pressure pad. Select Scampy, enter the pyramid and leap the moat to the next room. It contains four switches with a different symbols. Stand on the switch in the bottom left of the room.

23 Switch to Pedro, he can now climb the stairs and enter the first door. Follow the path and enter the room. Scampy opened for you. Carry along the path until you exit on the top floor of the pyramid, walk down the steps and enter the door. Switch back to Scampy and activate the switch directly to the north of the previous one. You should now see a newly-opened gate.

way, he'll come across new enemies here. Pedro's route is blocked by another gate, switch back to Scampy and reactivate the first switch to open it. Switch back to Pedro. Enter the room, fight and defeat the two sons of Anhur, you'll then be rewarded with a bronze axe.



25 Pedro must move in the same direction using his new axe to smash through weak walls where he comes across a map in a room. Talk to the girl and collect power-ups by the northern wall, save your game. Go south and eventually reach a wall; break it down to be able to reach Scampy. Cross the bridge over the river, and back to Scampy who can climb stairs inside the pyramid, follow your steps to the top of the pyramid and out into the daylight.

26 Place Pedro on one of the switches then switch to Scampy and put him onto the other. This opens the door and inside is Rimsala. Here you'll fight Rimsala's Gen. As soon as you enter the statue casts a spell that confuses you.



Use the cure formula to nullify the effects of the spell, then attack using full blooded blows and a barrage of magic attacks.



27 Set Scampy on maximum attack and whittle away at Rimsala's hit points. Rimsala collapses and explodes into flames leaving you 1,000 jewels, and the first of the two precious Diamond Eyes.



28 Now begin the trek back to Horace's camp. Once Pedro and Scampy are there save your game with the girl. Speak to Madronius and



29 On the way back across the river there's a cave on the east bank. Direct west of the transporter. Smash the huge rock that blocks the entrance with a bronze axe, inside the cave is a kindly druid, he gives you the drain formula. Buy some ingredients then save your game. Don't be mean with your money, buy as much as you can.

Horace will then tell you to go back to the market at Horace's camp and buy some new food. When you return to the market, you will find a new food item.



30 Pedro should go to the east of Horace's camp and to the west of the river. A huge pit obstructs your way to the Hall of Colossia. Use the Reveal spell to make a hidden bridge appear but don't fall off the bridge. Now head off in a northerly direction.

31 Once inside Colossia use the Reveal to create bridges across the two pits to the north east and to the northwest of the chamber. The right route leads to a save point; use it! The left route leads to a switch that opens the next section. The switches are faces set into the floor. When you arrive on the other side of the pit, press the switch to open a door to a sub-chamber on the left of the main area.



32 Enter into the sub-chamber and head to the north east corner, here Pedro finds a switch to activate a temporary bridge. This makes it possible to cross the pit to the north of the new area. Cross the bridge and find another switch, press this one too. Now head south; you find another switch which reactivates the bridge enabling you to run back over the pit and exit this area.



33 Pedro is now back in the main chamber. In the bottom right-hand corner a door has opened, inside is a Mini-Taur, he has good magic defence, so use hand-to-hand combat. Set Scampy to maximum attack and use your most powerful weapons. Once the Mini-Taur is defeated the inevitable switch appears, press it to open a third door back in the main chamber.

34 Pedro discovers a new door has opened to the bottom left. Go in then go west until you see three switches on the floor, these should be pressed in order from left to right to open the



door in front of you. Go through the door and across the wooden bridge to the east. Make sure Pedro runs across this bridge as it gives way under his weight.

35 Pedro should head south until he enters a room that has six floor switches, press them all. Now head north to find a switch to activate an elevator.



type of monster. Enter this and a way will lead to the main chamber. From here he can go to the north east corner of the chamber, press the switch and

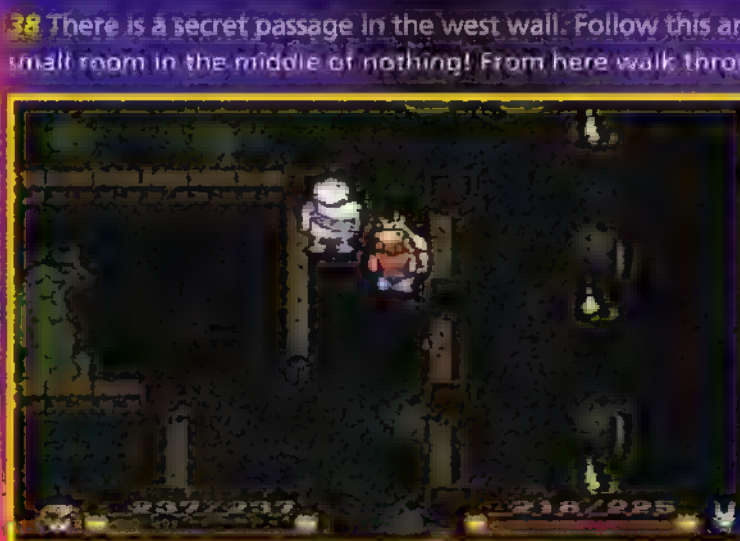


36 The first thing you come across is a switch, press it to activate a temporary bridge that crosses over the pit. Head north until you come to another switch, press this one too. Head east, press the next switch, then head south-east and you'll come to what appears to be a dead end. Using your reveal spell on the pit, activates a hidden bridge, cross it.



mad monk. Take the sword when you've defeated him. get a bronze spear. This is Pedro's best weapon yet.

38 There is a secret passage in the west wall. Follow this and you'll arrive in a very small room in the middle of nothing! From here walk through the other west wall

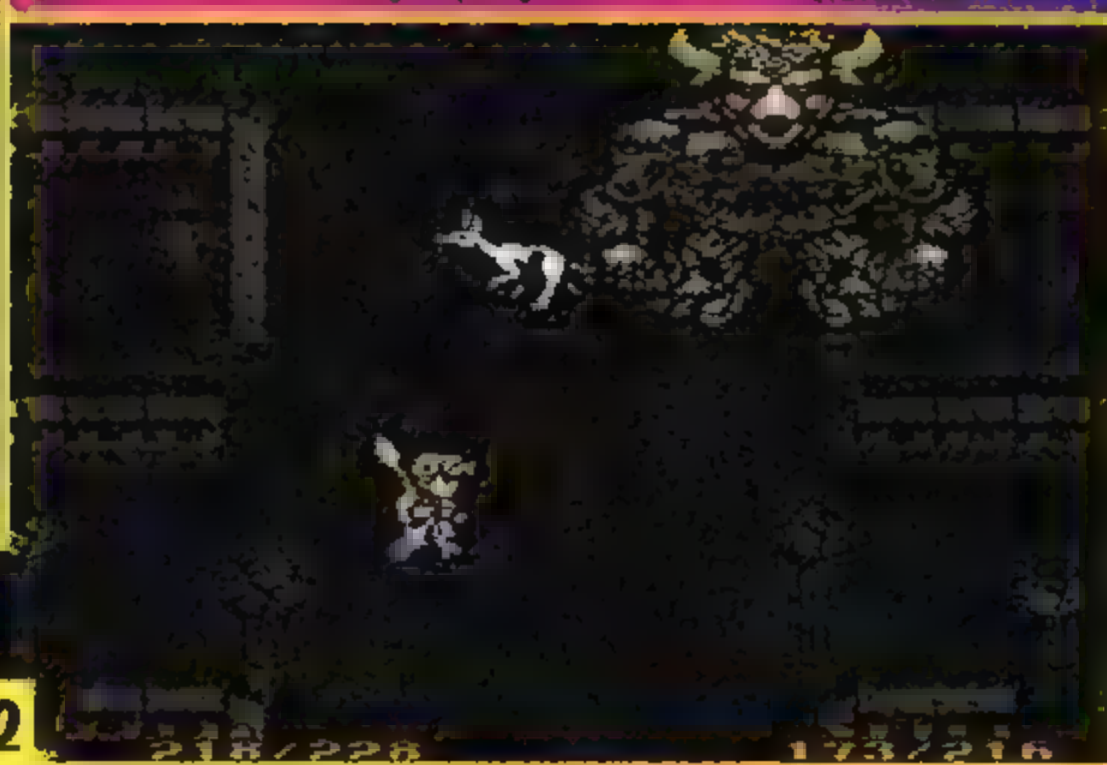


and into another secret passage which leads to a second room. Here you meet Madronius' brother, he gives you a new formula called Fireball. Save your game, collect the ingredients, retrace your steps and you'll be back at the entrance of this sub-section.



39

39 You might be in a bit of a quandary here as the switch that activates the bridge is on the other side. The solution is simple. Stand opposite the switch, hold up the bronze spear which is thrown across the gap to hit the switch and activate the bridge. Now head north to the main chamber and stand between the two golden floor switches. Throw the spear across the gap to hit the switch on the other side which activates a bridge.



40

40 To beat up the Mega Taul charge up your most powerful weapon then unleash a mega blast. Study his attack patterns but don't let him launch himself at you. Once he's hit with a mega blast hit him while he's still Repeating. Repeat this until you can Cure spell the moment he uses the Diamond Eye. Continue in the using the Crush spell, just before collecting the Diamond Eye and the 1000 Gold Coins.

41 Now head back to Horace's camp quick smart. You'll find that Horace has split, he's gone to the west bank. On the way to look for him Pedro comes across a Horace look-alike who he stupidly gives the other Diamond Eye. He is then attacked by evil Horace's henchmen. When Pedders has



41

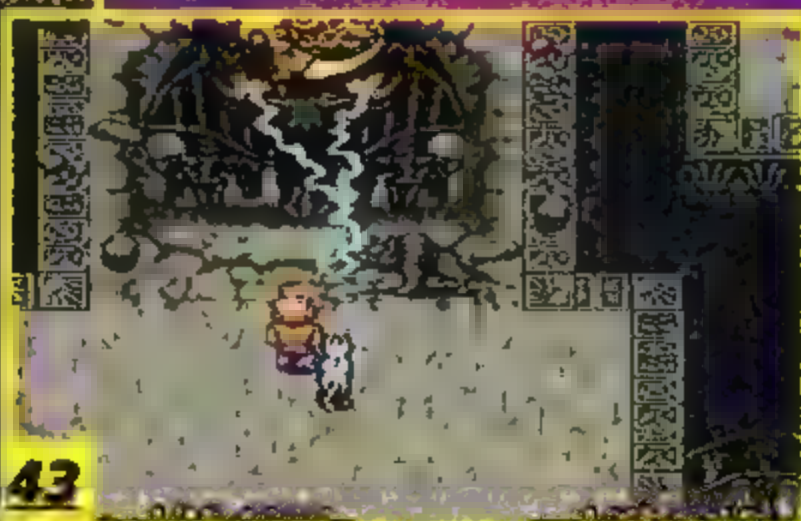
himself from his henchmen he realises his mistake and pursues the dastardly Horace back to Nobilia.

42 Once in Nobilia, go east into the square in the middle of the square. evil Horace places the two Diamond



42

Eyes in the statue of the sacred dog. The statue is consumed by flames. When it clears it reveals another boss for Pedro to defeat Aegis. Aegis has 1,800 hit points as well as excellent magic defence, so don't bother casting spells on him. You can only inflict damage on him when his head is flashing, so power up your best weapon while he is invincible and let him have it when the flashing starts.



43

an unstable energy core. When Tiny arrives he'll use his massive strength to put the core into orbit. Return to Horace's camp where Madronius has uncovered a new tunnel. Pedro discovers that the rivers have dried up. At the river bed, head north. Look east at the dead end where there is something below. Get Pedro to jump over, he'll arrive at the Oglin Cave.

43 Set Scampy onto Rottweiler mode to defeat Aegis. All that remains is



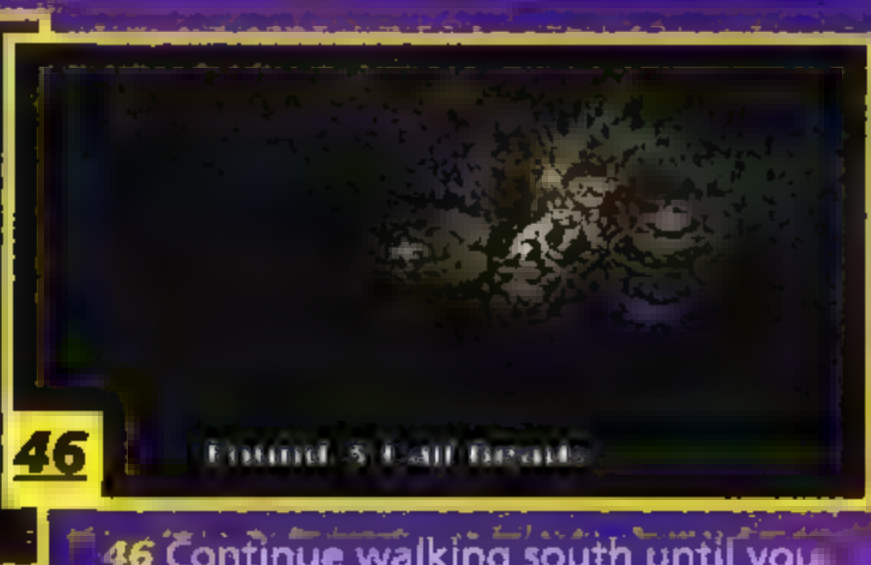
44

44 The cave is a maze titanic of proportions. To get through use the following steps. Walk south until you reach a teleport tile, stand on it and you'll be warped into another area of the cave. When you reappear continue east until you see another tile. Don't warp, instead walk south. Exit the room and follow the path to the east and then to the north.



45

45 Continue walking north until you reach a teleport tile. Stand on the teleporter and you'll be warped into another teleport room. Head north until you see another tile. Don't warp, instead walk south. Exit the room and follow the path to the east and then to the north.



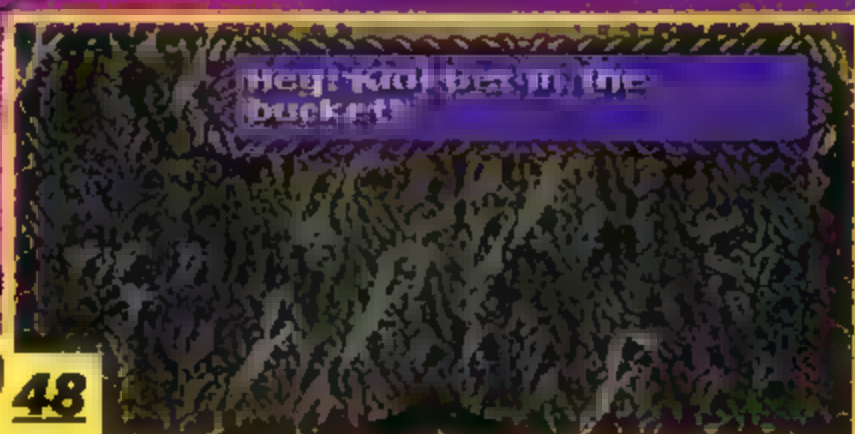
46

46 Continue walking south until you reach a teleport tile, then hop on it. You'll be teleported to the tile next to the pot you saw earlier. Open the pot and collect the three Call Beads inside. Walk west until you enter a room with exits to the north and west. Take the path north and prepare to meet the cave boss Aquagoth.

47 The most effective method of dealing with Aquagoth is to set Scampy on maximum attack and leave him to take care of the beasts tentacles. Switch control to Pedro and concentrate on blasting Aquagoth with the most powerful magic and blows from your strongest weapons. If you are in trouble use the Call Beads to bring Fire Eyes to your aid.



47



48

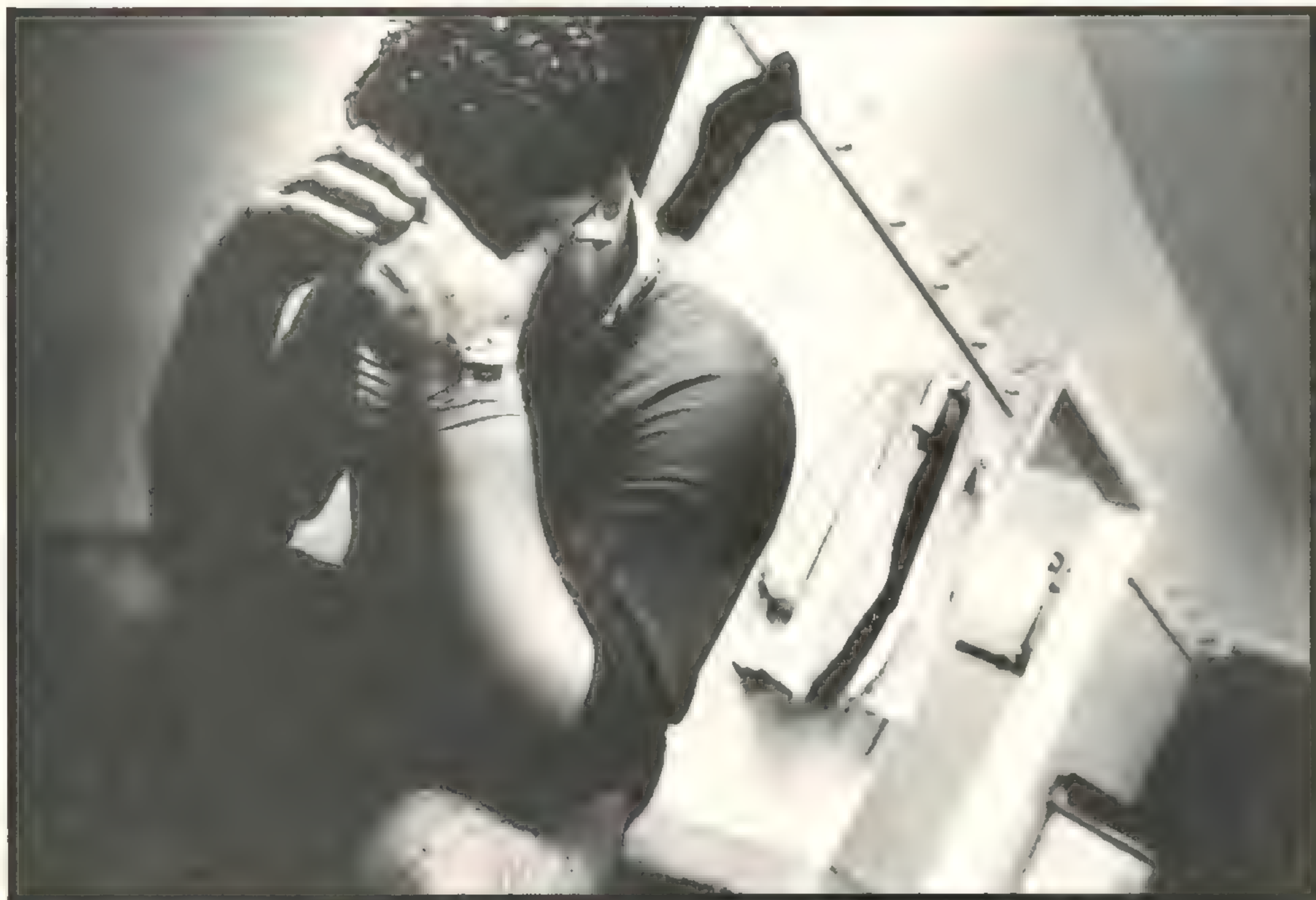
48 Once Aquagoth is defeated Pedro hears a disembodied voice calling him. Look up and you'll see a bucket being lowered to the floor. The voice tells Pedro and Scampy to get into the bucket to escape and be prepared for the new world of Gonicia.

Next Month

If you managed to get this far you'd be a fool to yourself to miss our brilliant final part.

THE RUGBY MAGAZINE

FIRST XV



**“Oh no!
The captain’s run off with
my copy of FIRST XV”**

The very best in rugby journalism - every month

THE NEW MAGAZINE FOR RUGBY UNION



Send your missives, epistles, or letters even to TOTAL! Here we see Rob working into the early hours just to bring you the answers you need. Remember you can now also be our e-mail by typing to readers@totalmag.co.uk

READERS

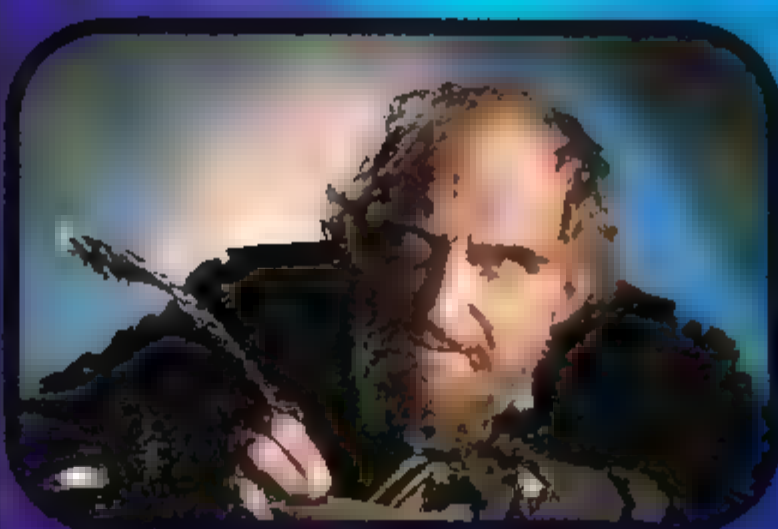
Send your letters, drawings and photos to:
TOTAL! Letters, 30 Monmouth Street, Bath, Avon BA1 2BW

FAMOUS TOTAL! READERS



During a recent concert in Bath, Oasis' Liam spotted our very own Rob in the crowd and proceeded to nip back stage, grab the latest copy of TOTAL! and parade it in front of the delighted crowd. Commenting afterwards, Liam told us that, 'It's the best magazine around, man. It's a real laugh. And your Tactix section is so helpful because Noel's a bit thick, you know?' Liam often writes letters

mostly raving about the N64 – and has asked the TOTAL! team to play as the support act when the group next tour America. However, due the amount of work we have to put into the mag we had to refuse. And besides, anyone who writes lyrics like 'She's got a sister/And on the palm of her hand is a blister' doesn't deserve any favours from anyone.



Dear TOTAL!

First let me congratulate you on an excellent publication. No other magazine has reached the standard of quality you have. And I'd go on praising you all day but I have a few questions that desperately need answering.

1. I know that the N64 is going to be a great machine and all that, with enough power to supply a small country for a week, but I feel if Nintendo delay its release much longer other companies will have improved on their current consoles. So, by the time the N64 hits the shelves,



Rob's Briefs

David Singleton, Bristol

Dear David,

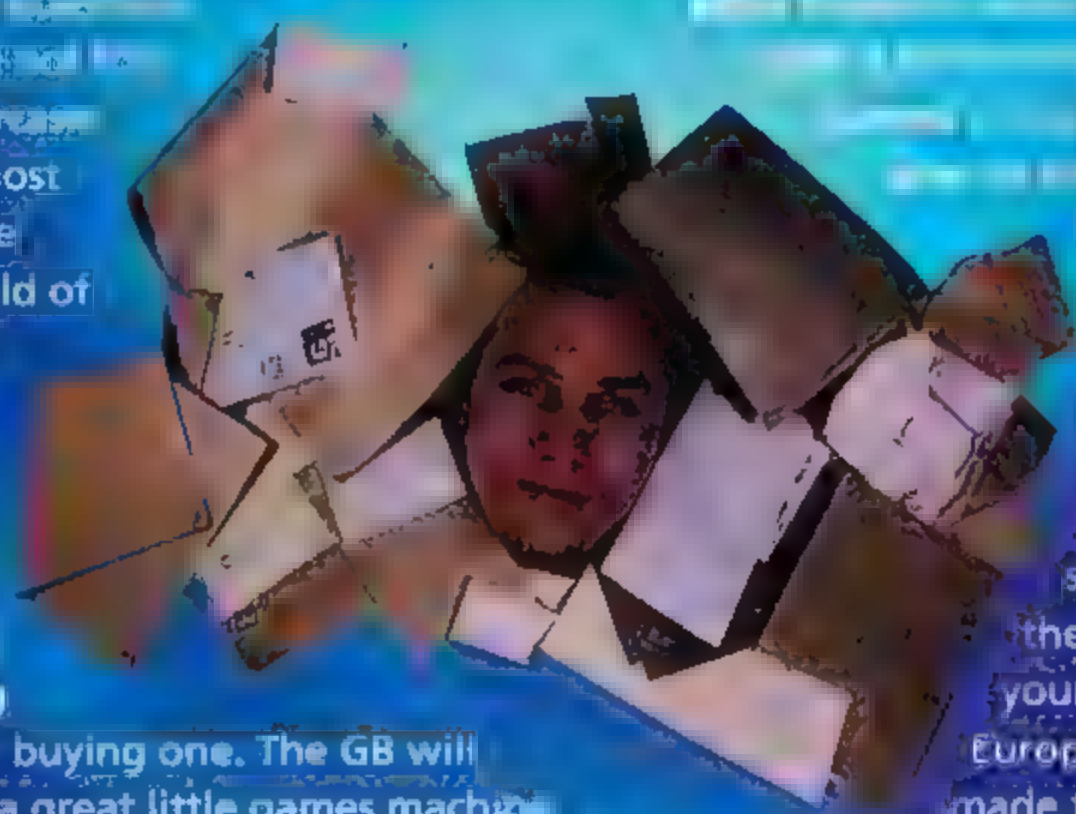
If a game gets over 90% then it is a must buy as you say. Anything in the 80s is well worth thinking about as well. Certainly PGA Tour '96 is an excellent game. Once a game drops below eighty, however, then you should think a little more about whether the game suits you. Remember the score is not the be all and end all and should be taken in conjunction with the review as a whole. If a game gets less than 20% though then forget it.

Rob

Win a Game Boy Cart

...a whole will have reached an altogether higher standard.
I have a SNES and a Game Boy but I'm wondering whether it would be worth my while selling my Game Boy and investing in a Virtual Boy. What do you think?
Matthew Harlock, Aldershot

Dear Matthew,
Thanks for your post. It was quite long so I'll answer your questions as thoroughly as I can. I'll start you off with sarcasm like I do with most people. If I were you I'd keep hold of your SNES and GB for now. Either one is better than the Virtual Boy on its own, let alone selling both to finance buying one. The GB will continue to be a great little games machine well into this year and next and would only be worth swapping for a better truly portable system. Keep watching for more info on the colour GB developments.



As for the N64, we were discussing this very point in the office the other day. We think that the longer the N64 waits to launch now, the better it will be for it. If it is launched in this country next Christmas, many people with Saturns and PlayStations may be bored with them and ready to move on, and the technology of the Nintendo 64 will not be matched for some time to come.

Rob
Dear TOTAL!
Congrats on an excellent magazine. I would just like to ask a few questions in the hope of some enlightenment.
1. In France you can still buy NES games like

The Smurfs, Wario's Woods, Aladdin and the Lion King. Could you use these games on an English NES?
2. My friends and I are currently in the process of writing software. Our next two projects consist of an RPG and a platformer. Can you give us any advice on how to get the games into the laps of the game buying public?

Miles Blake, Kent
Dear Miles,
I'd love to help you out. I'm sorry about liking the song and the biggest mound of...

Dear Miles,
Apart from the fact that they might smell of garlic I can't see any reason why they wouldn't work on your NES. Most European games are made to the same specifications as the US go for it.

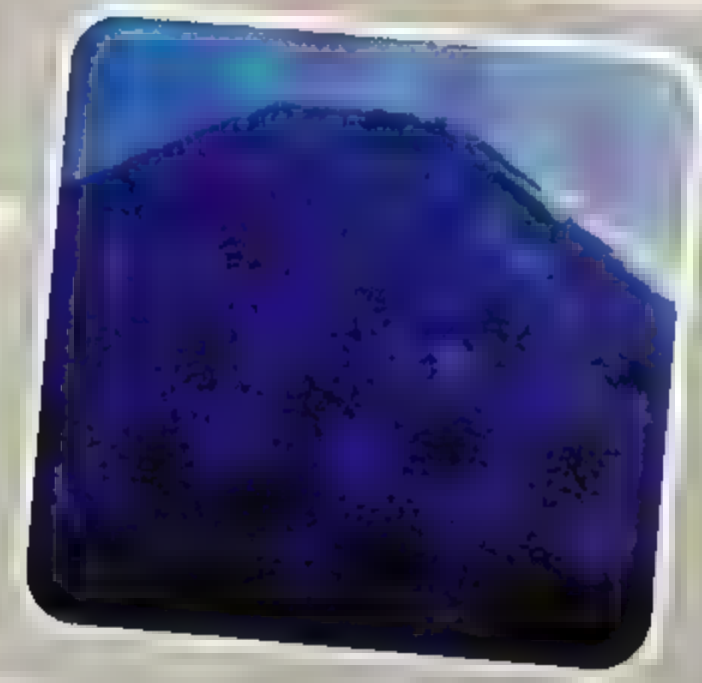
For getting your own games into the market, your best bet is to get a publisher or developer involved. Check out trade press such as CTW for company addresses and contacts or visit the ECTS. But be warned it can be very difficult.

Did we really say we liked Mike Flowers as well? I suppose it was Christmas and a time of goodwill towards all men, including sad easy-listening crooners with fibreglass hair structures. Fear not, he's no longer a friend of TOTAL!

Rob
Dear TOTAL!
I just wanted to write and blow my own trumpet or rather my son's trumpet.

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 51



Name: Tim Weaver
From: Some town in Worzel Gummidge country.
The top of a mountain? Well it's not really that weird, you might think. Lots of people climb mountains. Oh but it is weird. It's very weird. Tim partaking in a spot of exercise? That's very weird. Yep, the Flapjack Kid has been caught in action and now we're sending the negatives to The Sun in exchange for 20 grand.

Dear Rob,
I'm a recent convert to the SNES (there aren't many of us, I know) and I think it's a brilliant machine with some equally good games. But I must say, I was absolutely horrified at the prices of the carts. £65 for new games? That's unbelievable. How come Super NES games are so expensive? There are PC games at cheaper prices than that.
Roger Dalton, Birmingham

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Roger Dalton, Birmingham

Dear Roger,
Very true. I think the problem is that new SNES games are currently in

...I think the problem is that new SNES games are currently in

Dear Rob,
What do you reckon on Take That splitting up and who do you reckon's going to be the next Take That?
Mary Thompkins, Plymouth

Dear Mary,
There can never be another Take That. I'm really quite heartbroken about it all. Boyzone are possibly the closest to a replacement, but even they'll never quite be the same. As for them splitting up, I suppose it was bound to happen at some stage. Even though they're not together anymore at least they'll all be continuing in the music industry with solo careers.
Rob

Dear

Star Letter

Dear TOTAL!

I have been reading TOTAL since issue 1 and in my opinion we've been waiting for the N64 for far too long. Ever since it was announced in 1993 it has been constantly delayed and I find it very annoying how Nintendo constantly build up consumers hopes then dash them. What is your opinion on this matter?

Michael Cole, Londonderry

Dear Michael

I agree totally. I think the building up of customers expectations is inevitable as Nintendo strive to keep the N64 in the public eye, it is just unfortunate that they can't be more open about the situation with true Nintendo fans. Obviously that is impossible though if they want to keep up that front for general consumers.

Being fair to Nintendo, however, I don't think they have been as dishonest as many people are saying. They have done their best to release the machines on time but have simply struggled to meet deadlines and this is always a problem. Any project involving advanced technology generally runs into unexpected problems. The Channel Tunnel for instance was completed years later than expected, at least this will beat that. But yes, we are every bit as frustrated as you.

Rob

Minory - he's half-Japanese - is five and after cutting his teeth on the Game Boy I bought him a SNES. To date he has finished *Starwing*, *DKC2*, *DK and Yoshi's Island* and even read your guides. Is Minory the youngest SNES expert yet and can't do his job on your magazine?

Mrs Terre Yuki, London

Dear Mrs Terre Yuki

We are seriously impressed Mrs Yuki. I'm not sure about reading our guides but Minory can write them if he likes. In fact if he carries on at this rate he can have my job by the time he's seven. Anybody know any younger players this good out there? Because we don't.

Rob



Deb

Casebook



I'm at my wit's end. The team just refuse to do any work. They swan on into the office about eleven o'clock...



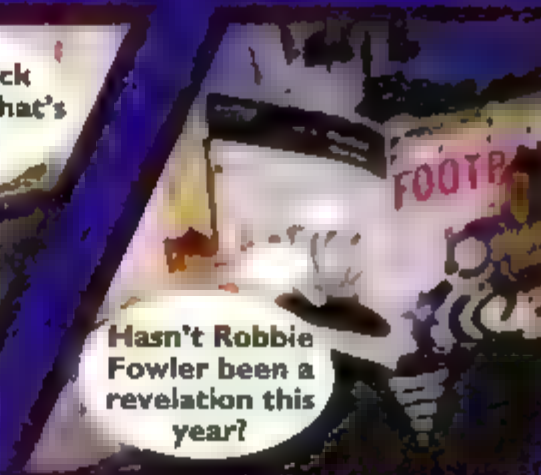
...and tell me they were working till the small hours, when I know very well they went home at six. How do I motivate them?



My Art Editor is either on the telephone to his girlfriend or, during the rare moments when he's not, he's under his desk working out with weights - such is his gruelling fitness regime.



...and my Staff Writer does nothing but stuff his face with yogurt and flapjacks, and treats his desk like a set of drums.



And, if all that wasn't bad enough, my Deputy Editor has taken to reading football mags - and she's a girl. It's not on.

Deb says

Dear Distressed, I think the problem you have is that they ARE taking a leaf out of your book. You obviously struggle to motivate your team so perhaps you should consider resigning. If you don't fancy that you could always make them all a nice cuppa. That's what I'd do.



More pearls of wisdom from the lady that keeps TOTAL clean

Hazel says: Mode 7 as featured in this month's Mohawk preview isn't quite as revolutionary an idea as ToHQ would have us believe. Indeed, it's been used in games such as *Castlevania* and *Yoshi's Island* in the past. Still, it's good to see developers making use of different features in their games, isn't it? Now where's my Mr Sheen?

Dear Everyone, I couldn't be bothered to do anymore work so I've gone home early. I'd like you all to do my work for me and if it's not done by the time I get back from my long weekend, you're all sacked. Geddit? Yeah, well you will get it if the work's not done. Rob.

Lord knows I work hard for this magazine. I'm often here till the early hours of the morning and I'm really fair on my staff. I wish they'd just take a leaf out of my book.

Please help me, I just don't know what to do.

A Distressed Editor, Bath

'Surely this deserves something, doesn't it?' Now listen to me Timothy, you know who you are, it deserves nothing. In fact I'm going to burn it.

COURT

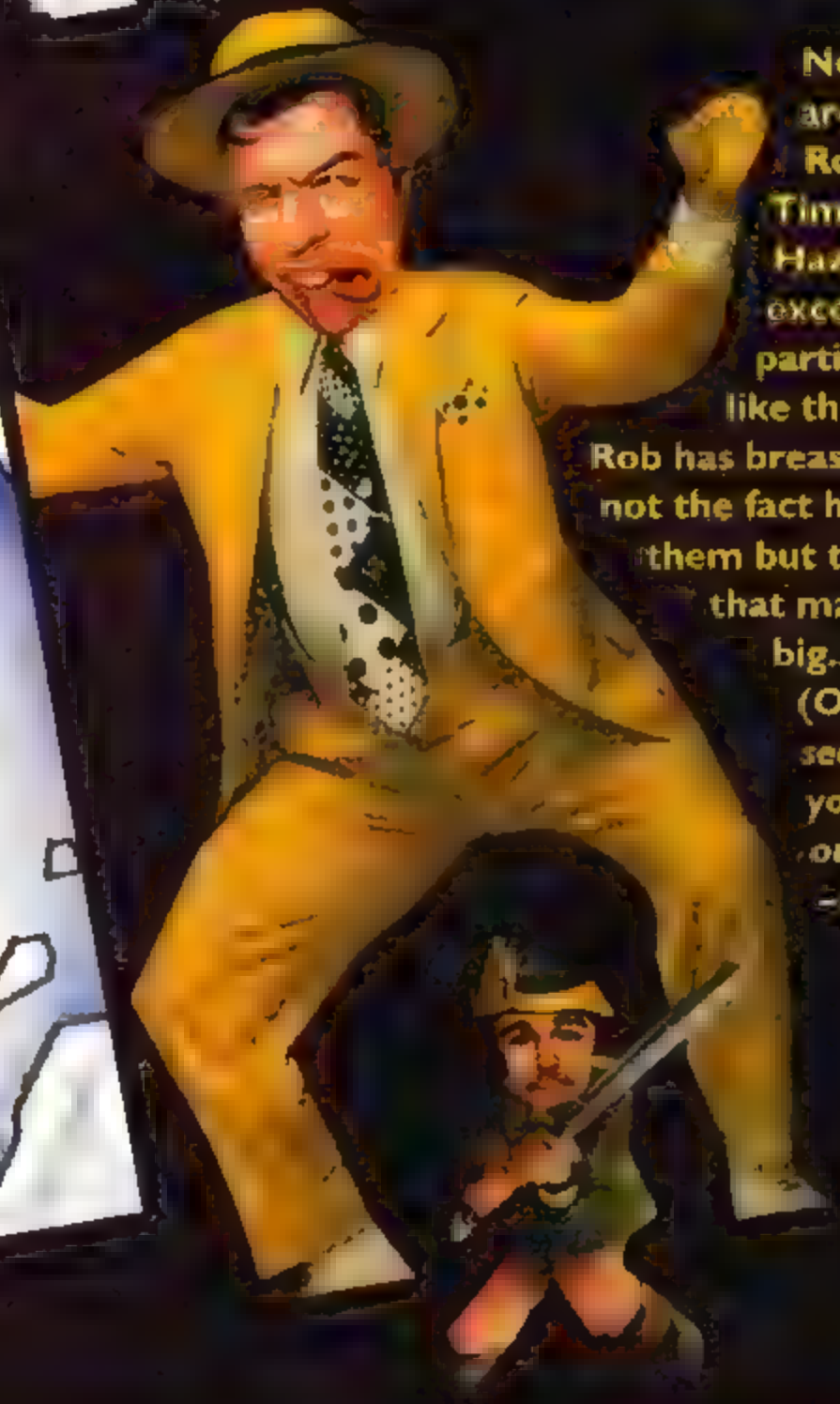


Help, I need some help! Somebody has stolen my rollers. Has anyone seen them? If not, next month my hair could look like Robs!

Yoshi by Jon Davis. Great, Isn't it? Great technique sketched on the computer, printed out, then coloured in Ace!



Now these are great! Rob, Andy, Tim and Hazel - excellent! I particularly like the fact that Rob has breasts. Well, not the fact he has them but the fact that makes him a big... (Oh dear! it seems as if you've ran out of space - Ed.)



Top Tips

Forget Us! Seventeen and More because they're rubbish. This is where to look for top lifestyle tips.

Debs' Tip: When you're shopping for CDs, always buy in bulk. It has a number of advantages: a) you have enough music to keep you going until next year's January sales; b) you can make use of special bulk offers, such as, HMV's 3 for £21

during moments of socialising.
Rob's Tip: Never play sport against Timothy. He's a bit of a pain and you're unbearable. You're not, are you? Guaranteed. And don't ever play badminton against him. Period.
Chris' Tip: When playing sport try eating bananas. They contain high levels of potassium and prevent the onslaught of lactic acid (which brings on cramp). That's why tennis players always eat them, see?
Tim's Tip: Don't ever go into Le Croissant in Bath. You'll wait in the queue for ten minutes for a minuscule piece of flapjack and then be told by some foreign woman who you can't understand, that, because you've only got a 10 pound note she can't serve you.

Tips Tips Tips

Hey you!

Want to know what *Super Mario RPG* and *Star Kirby Deluxe* are really like? Fancy a gander at *Shadows Of The Empire* and *Turok: Dinosaur Hunter* on the Nintendo 64? Care to discover how you can build up your SNES library at pocket money prices? Need to discover every little secret of *Diddy's Kong Quest*? Got a hankering to win a *Killer Instinct 2* coin-op or find out how video games could **change your life**? Then what are you reading **Total for?!!!**



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SUPER PLAY

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Here's a few we made earlier

Missed a copy of TOTAL? Bit stupid, wasn't it? Don't worry, we've got a real knocking about that you can have. Purchase if you will. They're a bargain at £3 each, or even cheaper at 2 for £5 and embarrassingly inexpensive at 3 for £7!

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TOTAL!

TACTIX

Hallo there, TOTAL! Tactix here. Thanks for sending in all your lovely cheats. It's so nice to hear from you. And it's good of you to make the effort. But if we EVER receive ANOTHER Killer Instinct cheat you'll all GET IT GOT IT? Oh well, I suppose I should be getting on. Ta-ra and that.

SNES

Sim City

Andrew Mack knows how to build cities. So when he's not proposing new housing developments to Glasgow City Council, he's playing *Sim City*. And if you fancy having £999,999 at your disposal, you'd better sit back and listen to him.

When the year starts, go straight to the Speed icon and pause the game. Now pop across to the Tax screen and lower the Police, Fire and Transport funds to 0%. Follow this up by spending all your money on the Police and Fire departments. If there is any money left over, waste it away on roads and bulldozing.

Following? Alrighty then. Now go back to the Speed icon and turn the speed up and wait for the end of the year Tax screen to appear. Hold the shoulder buttons (LEFT and RIGHT) and leave the screen. Now re-enter the Tax screen again and raise all the funds to 100%. Exit the screen once again and release the shoulder buttons. And if you take a gander at your funds they should be looking pretty healthy. £999,999 healthy, in fact.

SNES

Addams Family Values

Oops. Apology time. You know how last month we had a cheat from Mike and Chris Carbery? And you'll remember how I referred to them as 'lads'. Well, it appears that they are actually husband and wife. Whoops. 'My wife said she's been called a few things in her time but never a lad', wrote Mike. Alright already. Jeez. Talk about touchy. Anyone would think I called them a couple of drooling simpletons. 'And I didn't appreciate you calling us a couple of drooling simpletons either'. Oh. Anyway, they seem to have forgiven me because they've sent all the level codes for *Addams Family Values*:

Dungeon One 98LTOH4BMP8	JR4BQ8BVSVJ
Dungeon Two FTB5QVCG5Q5	5DP8N7T1K9D

Dungeon Three

7OHOT85B2KZ 2FW5DJD9N3C

Dungeon Four/Five

8CTHMX54P2V P617VLDSM9D

Dungeon Six/Iceland Pt1

D11NHKRC5CV 1LTRW3YLH15

Dungeon Seven/Amulet

JN5HRKD85BQ 1PYR4BYLP15

Greenhouse

9W5R42HQ4PW OR21QWVVL4J

Phweeb

96V8WOJQYP4 T85545XQ7K

Stone Gardens

D:2NVJCB63W 555WB4T9HLW

Graveyard/Wetlands

D:2NVJCB63W 2J5Q94XDHJT

Jewelled Key

D12NWJCC63V 2JTQ93XDHIT

Morgue/Iceland

HJZHCHNW3BB ZM:5YQWNR26

3/4 Energy & 4 Weapons

Y:298 DV:: 6W:6V7FQT83

Full Energy

VY:398 RV:V 6WV6VV6QLR3

Full Energy & Most Items

BT2BK5DXZBT 7YVBYVKVK:1

There is also a hidden code but you have to complete the game to get to it. It's an invincibility code and can be obtained by taking the initials of all the program designers and then using them as the level code. Our thanks go to the dynamic duo who are husband and wife and contrary to what you may read elsewhere - not lads. At all. And never have been, in fact. Ever.

SNES

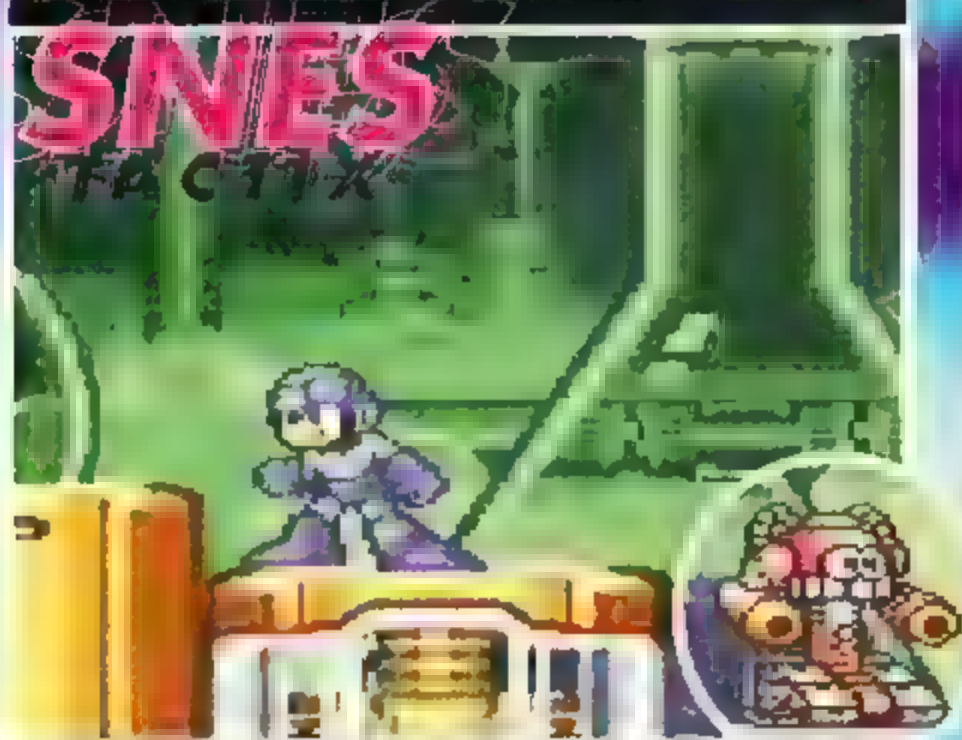
Chrono Trigger

James Rodgers calls himself the 'Tipman'. Because he's good at tips. 'And not because I live in a skip', he says (yeah, funny, and not in the least bit predictable). Anyway, after he'd dispensed with the hilarity, he decided to start on about *Chrono Trigger*.

'Here's how to make money quickly. In 65 million BC - when you get to the Hunting Range - try and get hold of as many petals, fangs, horns and feathers using your Cyclone Technique, as you can. Take these items to the Trading Post and trade them in for the Stone Arm and Flint Edge. Once done, sell them onto the Caveman for as much as you can. The purpose of this is to set you up for your visit to the Medina Village which has plenty of stores but the prices are very high.'

'Once you're at the village, you should be able to afford the Lumina Robe, Demon Edge, Dark Mail and Glow Helm. This, in turn, should

mean that the bosses are far easier to beat when you come to face them. Really, it's all about common sense'. Stewth, is it? We don't hold out much hope of anybody following your guide then, James. Joke. It was a a joke, dear readers.



Mega Man 7

Tom Jones (chortle) from Wrexham in Wales (chortle) wrote in and told us that he was struggling with *Mega Man 7*. He tells us that he can't find the Proto Man rooms. Well, what do you expect? We all know that people from the valleys of Wales live in mud huts without electricity and modern appliances. It's obvious that you're not going to know anything about *Mega Man 7*, isn't it?

Still, we've been hard at work for you. It appears that you can only meet up with Proto Man on three occasions. The first is fairly simple. Just get to the Cloud Man level. It's a little distance into the stage and not hard to find. The second time is on Turbo Man's level. About half way through, make your way up the long ladder - which is only missable if you're playing the game with the television off - and one screen from the top, jump right, into the wall. It sounds ridiculous but you will be able to go through the wall. Proto Man should be contained therein.

You will only be able to meet up with Proto Man for the third time if you've exchanged a hearty hello with him the first two times. This time, get to Shade Man's stage and give the robot pumpkin a good kicking. Run right, through the wall and, lo and behold, there he is again. And if you beat him this time, he'll leave you the Proto Shield which is most useful.



Wario Blast

Wario. Enemy of Mario. Best mates with Dario and Zario. Flario's second cousin. Brother of Gario, Tario, Nario, Bario, Yario and Colin. And also pretty good mates with Simon Stockbridge of Sutton it seems. The two of them have been

working in perfect harmony for weeks now and, as a consequence, have sent us a cheat for Wario's follow up to *Land*.

According to Si, by entering the password 2264 you'll be granted lots of 'useful items'. Useful? What's that supposed to mean? £20 Boots vouchers are useful but I don't think Wario gets given one of them, does he? Well, when we checked it out, we found that he actually meant special items. You get given all of them when you enter the password.



Madden NFL '96

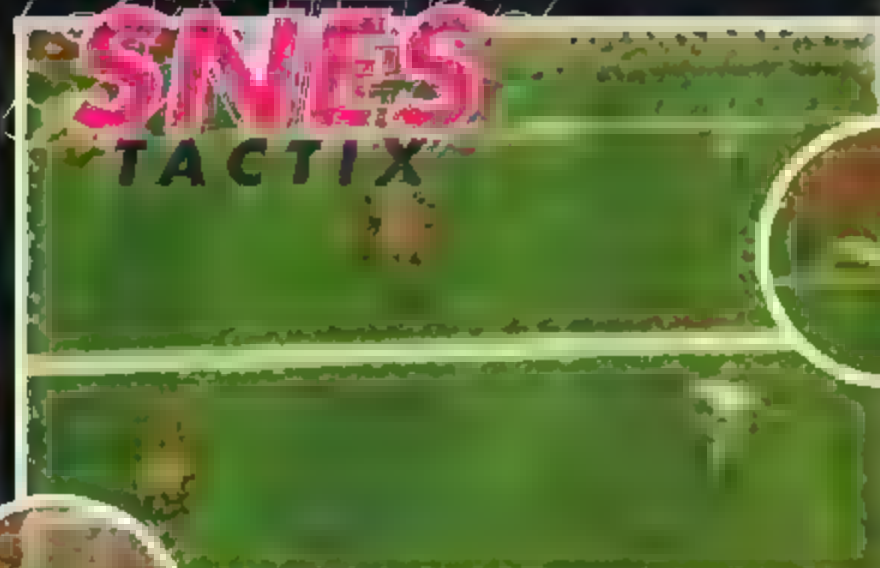
Everyone knows that we, here at TOTAL!, don't go very much on American football. It smells. But the computer incarnations are very smart indeed. So, why beat about the bush

getting on our soap boxes when we could be giving you some team codes which Eric Lee sent us all the way from Bristol? Enter the codes under the team names whilst the helmet is on screen. The L and Rs we refer to are the L and R on the shoulder buttons. See?

Team	Code
Detroit Lions	B, A, RIGHT, RIGHT, Y
Cleveland Browns	A, LEFT, LEFT, RIGHT, B
Green Bay Packers	B, A, Y, B, A, LEFT, LEFT
Baltimore Colts	B, A, LEFT, B, A, LEFT, LEFT
Miami Dolphins	LEFT, RIGHT, B, B, B
Oakland Raiders	B, Y, B, Y, LEFT, A
Dallas Cowboys	B, A, RIGHT, B, Y
Carolina Panther	LEFT, Y, B, RIGHT, A, RIGHT, Y
Pittsburgh Steelers	LEFT, A, Y, B, RIGHT
Seattle Seahawks	A, LEFT, A, RIGHT
Tampa Bay Buccaneers	Y, A, RIGHT, RIGHT
Atlanta Falcons	LEFT, Y, B, RIGHT, A
Houston Oilers	A, RIGHT, A, B, Y, A
Cincinnati Bengals	RIGHT, A, LEFT, LEFT, Y
San Diego Chargers	A, Y, RIGHT, B, A, LEFT, LEFT



San Francisco 49ers B, A, Y, A, RIGHT, Y, A
Chicago Bears Y, A, B, B, A
New England Patriots RIGHT, A, Y, B, A, RIGHT, Y



Striker

We all know - and if not, why not? - that football is great. Furthermore, we all know - and if not, why not? - that *Striker* is an excellent representation of the beautiful game. But some of you might not know - and if you do, why didn't you tell us sooner, eh? - about the secret teams on *Striker*.

So we're going to tell you because we worked it out ourselves. Win the Super Cup - you can play as any team because it doesn't make a jot of difference - then enter the Mini League. Start the game but quit as soon as play starts. And, as if by magic, you'll have the Elite and Rage squads to muck about with.



The Adventures Of Batman And Robin

Batman is good. The film is good. The cartoon is good. The comic is good. Robin isn't good. He was in the rubbish *Batman Forever*. He wears tights in the cartoon and to make matters worse, dons pants in the comic books. It's hardly surprising, then, that Batman always comes first in the proceedings, is it? However, they were both rather good in the game and so Wayne Namtab from Sunderland made the most of it with these level codes. On the password box - which is four squares by four squares - input these codes starting from the top left, working across from left to right on each row.

No Green Peace: SQUARE, SQUARE, space, space, TRIANGLE, space, SQUARE, space, TRIANGLE, space, SQUARE, space, CIRCLE, SQUARE, TRIANGLE
Fowl Play: SQUARE,

space, CIRCLE, SQUARE, CIRCLE, space, space, space, SQUARE, space, space, TRIANGLE.

Tale of the Cat: SQUARE, SQUARE, SQUARE, space, SQUARE, space, SQUARE, SQUARE, space, space, CIRCLE, space, space, CIRCLE, SQUARE, TRIANGLE.

Trouble in Transit: SQUARE, CIRCLE, CIRCLE, space, space, CIRCLE, space, space, CIRCLE, TRIANGLE, CIRCLE, TRIANGLE, space, space, CIRCLE, space.

Riddle Me This: CIRCLE, SQUARE, SQUARE, TRIANGLE, space, CIRCLE, CIRCLE, TRIANGLE, TRIANGLE, SQUARE, TRIANGLE, SQUARE, SQUARE, TRIANGLE, CIRCLE, space.

Perchance to Scream: space, space, SQUARE, SQUARE, space, CIRCLE, space, SQUARE, CIRCLE, TRIANGLE, SQUARE, CIRCLE, CIRCLE, CIRCLE, CIRCLE, space.

SNES

BONES
001

Prehistorik Man

Favourite game of last month? Oh yes. Played it till it could be played no more we did. And whilst we were at it we found a very convenient little cheat that helped us skip levels.

Go to the Options menu, okay? Now highlight Exit and press and hold the R shoulder button. Now press START. At any point during the game – that's any point you darn well want – you merely have to press SELECT and you can skip to whichever level you like. Aren't we the clever ones?

SNES

TACTIX

NBA Live '96

Basketball's a bit of a lark. Like playing on disused railway tracks. It is also the subject of many games and NBA Live '96 was one of them. It was a bit rubbish, sure but there's plenty of you who play it regularly. So, it's a good job we've got this

Hidden Characters cheat from Daniel Carr of Oxford.

Go to the Edit Players screen and enter the following names for the players:

FRAZIER
BARKLEY

JORDAN

ERVING

CHAMBERCAIN

JOHNSON

JABBAR

COUSY

BIRD

ROBERTSON

GERVIN

MARAVICH

BAYLOR

MIKAN

THOMAS

You should hear a clicking noise if it's been done properly. You will now be able to check their quite unbelievable stats by merely pressing the L and R shoulder buttons. By now selecting the Custom Team option you can include these basketball experts and piece together a dream team. Excellent, dude! as the Yanks might say. Or not, as the case maybe.

SNES

TACTIX

2007

Earthworm Jim 2

It's not the hardest game in the world but there's going to be some of you who are, well, less than good at it. So, as if somehow realising this sad truth, Mark Hawkinson felt it necessary to contact us with a whole batch of splendidiferous cheats. All you've got to do is. Pause the game at any time and enter the following for the following. Geddit?

Extra Ammo:

Select, X, X, X, X, X, X, Select.

One Ups: Left, Select, Right, Select, L, Select, R, Select.

Extra Continue: A, Select, A, B, X, Y, X, Y.

Three-Shot Gun: X, X, X, X, A, A, X, Select.

Skip to Level 3: A, B, X, L, R, L, A, B.

Skip to Level 7: A, X, L, R, X, L, R, L.

Teleport Bomb: X, X, X, X, B, B, B, B.

There is also another code which acts as a rather handy level skip. Just pause the game in the same fashion and enter: Select, B, X, A, A, X, B, Select. Now unpause the game and it will skip straight to the next level. Easy peasy, pudding and pie.

SNES

TACTIX

Toy Story

'I've been hard at work with the excellent Toy Story', says John Burchill of Stoke, 'and I think I might have sussed out how to access a level select'. You THINK you might have? YOU THINK YOU

MIGHT HAVE?

You do realise that if you're wrong we're going to have fifteen billion people ringing us over the next four weeks telling us that the cheat was wrong don't you? Jeez Louise, John, I hope you're right, mate. I really do. For the sake of the whole nation.

When the Toy Story intro screen appears (the one which doesn't have Buzz flying across it) enter A, B, R (the shoulder button, presumably), A, X, A, Y, A, B, R and A. Now pause the game at anytime during the game and press A. You will then find yourself transported to the next level.

John might think his cheat works but we KNOW our cheat does. If you want to become invincible, go to the set of drawers – on the first level – with the pot of army men on top. Now stand on the lower of the two drawers and hold DOWN on the D-Pad for about six or seven seconds. Now, if the star in the corner starts spinning you know that no one can kill you. Works, it does.

SNES

TIME

Wild Guns

Strictly speaking we probably shouldn't be carrying this cheat until the game sees the light of day on the shelves but, well, you know us. Never sticklers for tradition and all that. So, here – in all its glory – is how to skip the tricky first level.

Get yourselves to the Player Select screen where you must choose between the lovely Annie and the not-quite-so-lovely Clint, now tap in A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B. Simple. Now you'll skip past all that square metal robot/dangerous men in wagons/big end-of-level baddie malarkey. Grrrrreat.

TOTAL SOLUTIONS

We spoil all your favourite games by tipping them right up!

Alfred Chicken	GB	19-23
Alien 3	GB	18
Bart Vs The Space Mutants	NES	12
Batman	NES	6
Battle Of Olympus	NES	9
Battle Of Olympus	GB	22
Cannon Fodder	SNES	39
Castlevania II	NES	10
Cybernator	SNES	22
Defender Of The Crown	NES	4
Digger T Rock	NES	6&7
Dizzy	NES	19&22
Donkey Kong Country	SNES	38
Donkey Kong Country 2	SNES	51-52
Doom	SNES	47-49
Dragon's Lair	NES	10
Dr Franken	GB	15
Earthworm Jim	SNES	37
Earthworm Jim 2	SNES	51-52
Faxanadu	NES	17
Flashback	SNES	27-28
Fortified Zone	GB	5
Gargoyle's Quest	GB	13-14
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Judge Dredd	SNES	44
Jungle Strike	GB	65
Maniac Mansion	NES	4&7
Mega Man III	NES	22
Mickey Mania	SNES	37-8
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Probotector	NES	16
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Rescue Of Princes Blobette	GB	4
R-Type	GB	3
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Super Mario Land 2	GB	17
Super Mario World	SNES	7-12
Super Metroid	SNES	31-3
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Super Punch Out!!	SNES	39-40
Super Star Wars	SNES	20
Super Street Fighter II	SNES	34
Super Turricon	SNES	45
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Unirally	SNES	40-41
Wolfenstein	GB	30-31
Yoshi's Island	SNES	51-52
Zelda	SNES	14-17
Zelda IV	GB	24-29

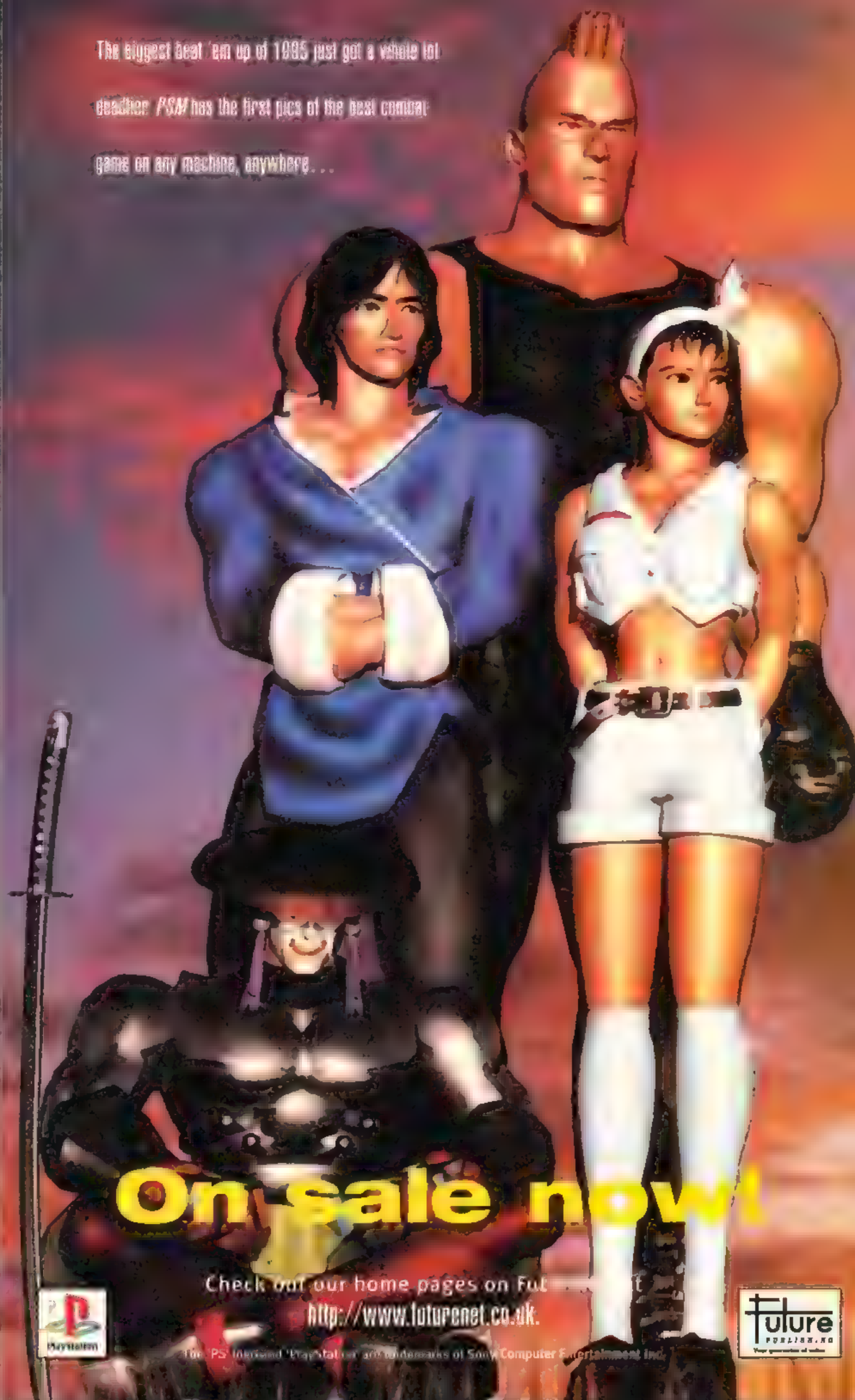
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Super NES

Colour Coding

- Recommended games
- New entries

30 MINUTES (68%) Iss 49
It's like buying a new car and realising you've been given a second-hand one. It gets you from A to B but there's no sun-roof and the stereo's cracked. Sort of.

ACTRAISER 2 (87%) Iss 26
A hack 'n' slash, without any of that tedious RPG/God nonsense.

ADAMS FAMILY (70%) Iss 8
Good-looking and challenging arcade adventure. Unoriginal though.

ADAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (89%) Iss 16
Pleasing & challenging platformer.

ADAMS FAMILY VALUES (80%) Iss 41
Addams Family Values inspiration is a glaringly obvious, but that's not a bad thing. Not a bad attempt at reproducing Zelda's classic ideas and themes.

THE ADVENTURES OF BATMAN AND ROBIN (89%) Iss 35
This is a fine example of what you can do with a licence. If you really want the Batman experience, this is excellent stuff, but 60 frames a second? BLIMEY!

THE ADVENTURES OF MIGHTY MAX (81%) Iss 38
Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well, done those lovely chaps and chapesses at Sony.

AERO THE ACROBAT (83%) Iss 24
Clever and pretty platformer, which is different enough to be good fun.

AGURI SUZUKI (67%) Iss 19
Average, but fast racing game. It's very similar to *Pole Position*.

AAAHN!!! REAL MONSTERS (67%) Iss 48
An alright-for-a-while game, which you probably already own several copies of. Nothing new here.

ALADDIN (85%) Iss 25
A tad easy, but it plays, looks and sounds lush. A whole new world!

ALFRED CHICKEN (75%) Iss 25
A fun platformer which is a bit too frustrating for its own good.

ALIEN³ (90%) Iss 18
A fine example of what you can do with a licence.

ALL AMERICAN FOOTBALL (70%) Iss 31
A potentially great American football game ruined by shoddy scrolling.

ANOTHER WORLD (74%) Iss 12
Technically stunning and a potential classic, but it's far too easy.

AN AMERICAN TAIL (72%) Iss 37
Level goes west in a good looking, formulaic cartoon-licensed plodder.

ARDY LIGHTFOOT (65%) Iss 39
The only thing that isn't average about this game is the difficulty level - it's far too hard. Otherwise it's nothing special.

ASTERIX (77%) Iss 20
Great licence, but it's wasted on this disappointingly average platformer.

ASTRO GO! GO! (80%) Iss 32
Bonkers colours, crazy ships and fast action illuminate an imperfect racer.

BALLZ (68%) Iss 34
An interesting novelty beat-'em-up, bolstered by Mode 7 graphics and some humorous moves, but ultimately *Ballz* is well short of its game.

BATTLEMANIACS (68%) Iss 22
Visually brilliant, but the gameplay is the same as NES *Battletoads*.

BATMAN (66%) Iss 19
Moody levels and a good-looking Batman don't save this one.

BASSIN'S BLACK BASS (74%) Iss 43
A bonkers idea, but somehow it works and it gives a very realistic feeling of fishing. It's fairly easy to master though, and becomes boring after a while.

BEAUTY AND THE BEAST (79%) Iss 33
Solid platformer that looks great, sounds great, and poses a good challenge, but you can't help wondering what the punchline is.

BIG HURT BASEBALL (80%) Iss 49
An excellent looking and adequate simulation of the sport.

BIKER MICE FROM MARS (65%) Iss 39
Pretty good fun with some funky characters and smart enough looks.

but lacking sufficient variety. Adrenaline and depth of gameplay to make it a real winner.

BIOMETAL (80%) Iss 29
Perfectly respectable shoot-'em-up with a great soundtrack.

BLACKHAWK (85%) Iss 37
Very similar to *Flashback* in terms of style and gameplay - the graphics are brilliant but somehow it's a lot more fun to play. Top stuff.

BLUES BROTHERS (68%) Iss 19
This could have been a classic, but it's too unoriginal, and too 'blimminy' easy.

B.O.B. (70%) Iss 18
A cute and fairly appealing platformer, but it's simply not varied enough.

BONNIEBEE (80%) Iss 16
A fine example of what you can do with a licence.

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There are so many better alternatives it's hard to recommend this. A couple of years ago this would have been great but now it just doesn't compete.

DEMON'S GREST (82%) Iss 49
Strange game that seems a little dated but provides entertainment in abundance. Good players will finish it with ease, but it's a still a slick adventure.

DESERT FIGHTER (71%) Iss 28
A dodgy shoot-'em-up, hidden behind mock sophistication.

DESERT STRIKE (88%) Iss 13
An excellent blaster with a great mix of shooting and strategy.

D-FORCE (67%) Iss 10
This vertical scroller looks basic, but it might keep you amused for a while.

DIRT TRAX FX (68%) Iss 48
Playable and fun in a Shame About The Gap Computer Players And The Lack Of Challenge sort of way.

DONKEY KONG COUNTRY (90%) Iss 34
A fine example of what you can do with a licence.

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to be very special to work as all so unless you're an out and out boxing freak, forget it.

FRANTIC FLEA (31%) Iss 49
Frantic Flea is a big mound of arse.

FUN'N'GAMES (78%) Iss 33
A varied package containing chirpy, cheery fun for the preschool and early infant generation. Should put smiles on faces. Parents' face, that is.

GODS (80%) Iss 19
A great-looking title, with a nice balance of killing and puzzles.

GOOF TROOP (63%) Iss 23
Zelda-esque puzzler which is a bit simplistic, but fun with two players.

GP 1 (60%) Iss 22
Okay, but it doesn't capture the thrills of real high-speed racing.

HAGANE (86%) Iss 42
Gut-wrenchingly good gameplay, lots of action, wrapped around a slightly dated concept. On balance, bloody brilliant.

HARDBALL (62%) Iss 34
As far as Baseball games go, *Hardball* is a bit poor really, with dodgy gameplay being the order of the day. With the extra import price, we can't recommend it.

HERBERKE'S POPOITTO (78%) Iss 48
Although tainted by a few all too obvious gameplay flaws, *Urban Strike* remains a rewarding and stimulating game.

HERBERKE'S POPOON (90%) Iss 50
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KING ARTHUR'S WORLD

(78%) Iss 17
A slick, but slow strategy game.

KNIGHTS OF THE ROUND

(51%) Iss 31
Pointless swordy beat-'em-up. Even worse than *King Of Dragons*.

KRUSTY'S SUPER FUN HOUSE

(80%) Iss 8
Gloomy, but atmospheric puzzler. Worth a look.

LAGOON (79%) Iss 22

This is a nicely structured and playable role-playing game.

LEMMINGS

(81%) Iss 10
The squillion-year-old classic comes to the SNES and it's still fun and frantic.

LEMMINGS 2: THE TRIUMPH

(80%) Iss 33
Not my favourite, but it's still a good game.

LEMMINGS 3: THE TRIUMPH

(80%) Iss 33
Not my favourite, but it's still a good game.

LEMMINGS 4: THE TRIUMPH

(80%) Iss 33
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LEMMINGS 40: THE TRIUMPH

(80%) Iss 33
Not my favourite, but it's still a good game.

LEMMINGS 41: THE TRIUMPH

(80%) Iss 33
Not my favourite, but it's still a good game.

MARIO'S PICROSS (80%) ISS 49

Should be as dull as ditch-water, but like all good puzzle games the simple idea grips you and won't let you go. Surprisingly brilliant.

MARIO'S TIME MACHINE

(83%) Iss 26
An excellent blend of fun and facts. Surf and meet Newton!

THE MASK (82%) Iss 47

Considering the price of cigars these days, this nice try doesn't get one's foot quite, anyway. It can have a twig instead. Good platformer.

MAXIMUM CARNAGE (83%) ISS 35

An absolute scrolling beat-'em-up. Freak will get a few kicks, but it's not really breaking any new ground.

MECH WARRIOR (85%) ISS 30

Flying around with adventure strategy and combat simulation. Great fun!

MECH WARRIOR 3050 (57%) ISS 49

This could so easily have been a top title. The slowness is forgivable, but the lack of mission most

MELIA-TO-MANIA (80%) ISS 30

A slick, well-polished god sim. Wage wars and conquer islands. What fun!

MEGA MAN SOCCER (71%) ISS 31

What could have been one of the best soccer games to date is too slow and too much effort.

MEGA MAN X (86%) Iss 27

Shoot 'n' collect platformer with smart graphics. Could've been better, though.

MEGA MAN X2 (75%) Iss 47

Like Stonehenge, it's okay for an occasional visit but it's remained unchanged since it was first created. A bit more thought next time, eh chaps?

MEGA MAN 7 (81%) ISS 48

Boringly good in too many ways. The latest in the Mega Man series delivers the same as his predecessors rears. No harm.

METAL MARINES (86%) Iss 28

Complex strategy game, which should keep the most ardent action-head happy.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY (82%) Iss 38

It isn't a basketball game as such, but for once it's an innovative use of a licence that works really well.

MICKEY AND MINNIE (76%) ISS 49

It looks great and plays pretty well, but it's a bit too easy to complete, and far too similar to its predecessor.

MICRO MACHINES (93%) ISS 49

The latest and best incarnation of a racing game that spawned its own genre.

MORTAL KOMBAT (70%) Iss 21

An okay fighting game, but ultimately it's too repetitive and limited.

MORTAL KOMBAT 2 (80%) ISS 22

Switching things up from the first, which was a bit more of a

MORTAL KOMBAT 3 (80%) ISS 23

Switching things up from the first, which was a bit more of a

MORTAL KOMBAT 4 (80%) ISS 24

Switching things up from the first, which was a bit more of a

MORTAL KOMBAT 5 (80%) ISS 25

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MORTAL KOMBAT 6 (80%) ISS 26

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MORTAL KOMBAT 7 (80%) ISS 27

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MORTAL KOMBAT 8 (80%) ISS 28

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MORTAL KOMBAT 9 (80%) ISS 29

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MORTAL KOMBAT 11 (80%) ISS 31

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MORTAL KOMBAT 12 (80%) ISS 32

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MORTAL KOMBAT 14 (80%) ISS 34

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MORTAL KOMBAT 15 (80%) ISS 35

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MORTAL KOMBAT 16 (80%) ISS 36

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MORTAL KOMBAT 17 (80%) ISS 37

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MORTAL KOMBAT 21 (80%) ISS 41

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MORTAL KOMBAT 22 (80%) ISS 42

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MORTAL KOMBAT 24 (80%) ISS 44

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MORTAL KOMBAT 25 (80%) ISS 45

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MORTAL KOMBAT 26 (80%) ISS 46

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MORTAL KOMBAT 29 (80%) ISS 49

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MORTAL KOMBAT 30 (80%) ISS 50

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MORTAL KOMBAT 42 (80%) ISS 62

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MORTAL KOMBAT 48 (80%) ISS 68

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MORTAL KOMBAT 49 (80%) ISS 69

Switching things up from the first, which was a bit more of a

MORTAL KOMBAT 50 (80%) ISS 70

Switching things up from the first, which was a bit more of a

THE PAGEMASTER (71%) ISS 38

Slickly produced and everything, but honestly, it's the same old formula refreshed for the hundredth time. And it quickly gets pretty darn repetitive.

PARODIUS (87%) ISS 9

A fun shoot-'em-up with plenty to get your teeth into. Too easy, though.

PGA TOUR GOLF (69%) ISS 11

A nice user-friendly golf sim, with a simple layout and easy-to-use controls.

PICROSS (80%) ISS 49

The simple idea grips you and won't let go of you. Surprisingly brilliant.

PHANTOM 2040 (79%) ISS 49

Quite a nice surprise - a game that lacks in hype but delivers most of the goods first time. Well done.

PLOTTING (79%) ISS 13

A simple layout and easy-to-use controls.

PLOTTING 2 (79%) ISS 14

A simple layout and easy-to-use controls.

PLOTTING 3 (79%) ISS 15

A simple layout and easy-to-use controls.

PLOTTING 4 (79%) ISS 16

A simple layout and easy-to-use controls.

PLOTTING 5 (79%) ISS 17

A simple layout and easy-to-use controls.

PLOTTING 6 (79%) ISS 18

A simple layout and easy-to-use controls.

PLOTTING 7 (79%) ISS 19

A simple layout and easy-to-use controls.

PLOTTING 8 (79%) ISS 20

A simple layout and easy-to-use controls.

PLOTTING 9 (79%) ISS 21

A simple layout and easy-to-use controls.

PLOTTING 10 (79%) ISS 22

A simple layout and easy-to-use controls.

Sales

● SNES with 1, *The Mask*, *Mickey's Magical Quest*, *MK2*, *Shaq Fu*, *Mario All Stars*, *Bomberman 2*, *Krusty's Funhouse*, *Dragon DK*, two joypads – 1A Turbo Pad, *K1* and *DKC* CDs: All for just £280 ono. (New £440). Tel: (0191) 213 1419

● UK SNES, six games including *KK*, 2, 3 and *SFIII*. Three pads, one arcade stick and over 100 games, mags. £155 ono.

Tel: (01203) 302043
● For sale: Almost every issue of *TOTAL!* Ring Chris after 5pm on weekdays or after 3pm at the weekend.

Tel: (01274) 511986

● For sale: *Pilotwings*, *Mario All Stars*, *Mario Kart*, *Starwing*, *Super Empire Strikes Back*, *Super Soccer*, *SF2*, *SF2 Turbo*, *Jimmy Connor's Tennis*, *Super Probotector*. Also *TOTAL!* issues 14-20 and 22-35, £350.

Tel: (0181) 200 1525

● Magazines! *Edge* 1 & 5, *NMS* 1-5, *Super Play* 1-26, *TOTAL!* 1-45. Ring for prices.

Tel: (01203) 302043

● SNES with 10 games, including *Doom*, *Killer Instinct*, *Micro Machines 2*. Worth over £350 will sell for £250.

Tel: (01827) 284232

● UK SNES with six top games including *Doom*, two pads and Super Game Boy with two games. Brilliant bargain at £120.

Tel: (0181) 444 5380

● Three SNES games: *Super Star*

Wars, *Super Mario Kart* and *Aladdin* 335. Also Game Boy with *Tetris*, *Super Mario World 2* and *Jurassic Park* £40.

Tel: (01474) 358845

● Games for sale: *Shadowrun*, *Vortex*, *Stunt Race*, *Act II*, *Mystical Ninja*, *NBA Jam*. Ring Charlie after 6pm for prices.

Tel: (01935) 822620

Swaps

● Will swap *Mystic Quest* for *Young Merlin* or *Final Fantasy*.

Tel: (01222) 693157

● Swap *Donkey Kong Country* (boxed with instructions) for *Earthworm Jim*.

Tel: (01823) 490 749

● Swap my UK *EWJ2*, *DKC*, *ISS Deluxe*, *SR FX* or one of my other games for *NBA Jam TE*, *Clayfighter 2*, *K1*, *Super SFII*, *Secret Of Mana*, *Worms*, *Spawn*, *Road Rage* or any other good game. Ask for Alistair.

Tel: (01273) 561012

Wanted

● Anyone who has got *Pilotwings* and would like to sell it please call and ask for Daniel.

Tel: (01253) 825035

● Wanted: *KK Player Manager*. Will swap for *JP*, *Sim City* or *Zelda* (SNES). Ask for Wez.

Tel: (01928) 5776 633

● Wanted – *Castlevania II* on the Game Boy. I will pay £8 for it. It doesn't have to be boxed with instructions. Ask for Alan.

Tel: (01895) 677459

● I want *Star Wars* on the SNES. I also need figures and ships in good condition.

Tel: (01203) 302043

● Japanese *Augusta Golf* for the SNES. I am desperate!

Tel: (01294) 607228

Fanzines

● *Retrogamer* issue 2, *Manic Miner*, *Jet Set Willy*, *Jet Pac*, *Atic Atac*, *Donkey Kong*, *DK Jr.* – £1

Contact: Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool L9 3AW.

● *Gamesplayer Club* – Six newsletters per year, free cheatbooks. Membership £3 per year.

Contact: Michael Clark, 6 The Glebe, Elmoon, Near Saffron Walden, Essex CB11 4LY

● *Mortal Kombat 2 – The Untold Secrets*. An illustrated cheat booklet for the Super NES including *The Fergality*. Send a SAE and £2.50.

Contact: Simon Davis, 75 Airdale Avenue, Cheswick, London W4 2NN.

● Bored with your usual magazine? Then try *Nintendo Crazy*. It's got news, reviews, cheats, top tens and in the first issue there are features on both the Virtual Boy and Ultra 64. All this for just £2. Also Amiga mags for sale. Amiga Format: 73, 74, 75, 77. CU Amiga: June '95, August '95, September '95 and November '95. Normally £4 each. Disks included. Contact: Mark Adamantliou, 157 Long Drive, South Ruislip, Middlesex, HA4 0HI.

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The

TOTAL! Crossword

Win

A copy of 7 across on the SNES

You should know the scenario by now. Get a pen, do a bit of thinking and write the answers in the spaces provided. Easy.

Across

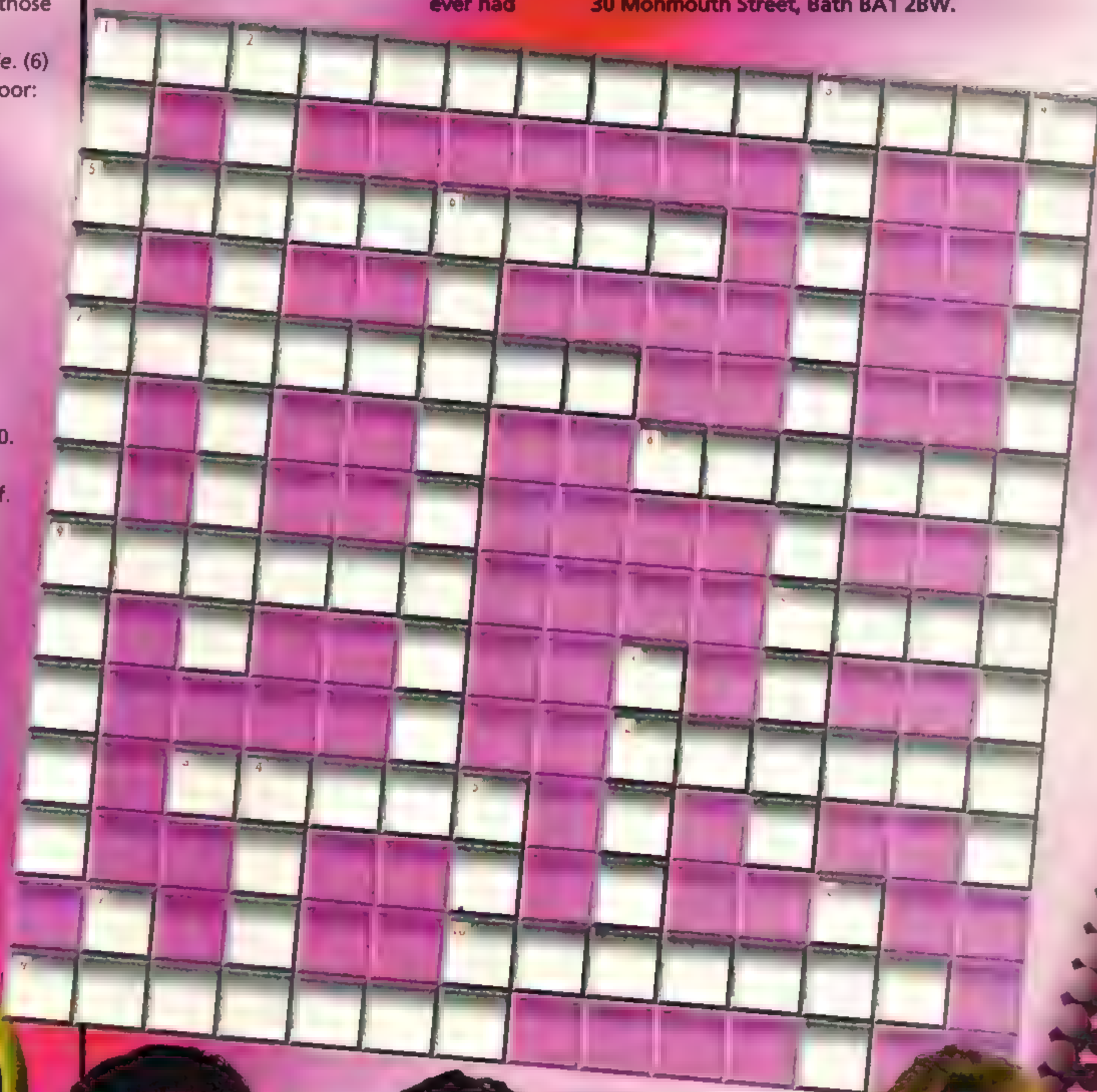
1. THE football sim before ISSD. (8, 6)
5. Forgotten game that limped to 69% in issue 19.
7. RPG, finally released last month. (6, 2, 8)
8. What Peter Parker was bitten by all those years ago. (6)
9. Steve Martin was _____ Of The Bride. (6)
10. Stole from the rich to give to the poor: Robin... (4)
12. What something is when it's not straight. (6)
13. Where all American hockey teams belong. (5)
18. A good mate of Asterix. (7)
19. The best team in the world. (7)

Down

2. A film in 1922 and a game in Issue 40. (9)
3. *Street Fighter* with plasticine. Sort of. (11)
4. This rat-like animal notched up 68% in issue 22. (5, 6)
6. Children's television show that appeared on the SNES in the form of a 'Zelda-esque puzzler'. (4, 5)
11. The best group in the world according to Tim (see Issue 51). (5)
14. Where Macauley Culkin was alone. (4)
15. Absent Without Leave. (4)
16. The country across the Atlantic. (3)
17. Doctor. (2)

Judging by the abysmal efforts we had last month it's about time you lot paid attention. You heard. Pay attention and don't stop paying attention until you get whatever it is you're supposed to be paying attention to. Last month was the easiest crossword we've ever had

and I might as well have got my dog to answer them for all the difference it made. So this month I'm going to make sure it's easy. So easy that you'll think the clues have been written by an idiot. Yep, that's right. Tim's doing the clues. Entries to: TOTAL! Crossword, 30 Monmouth Street, Bath BA1 2BW.



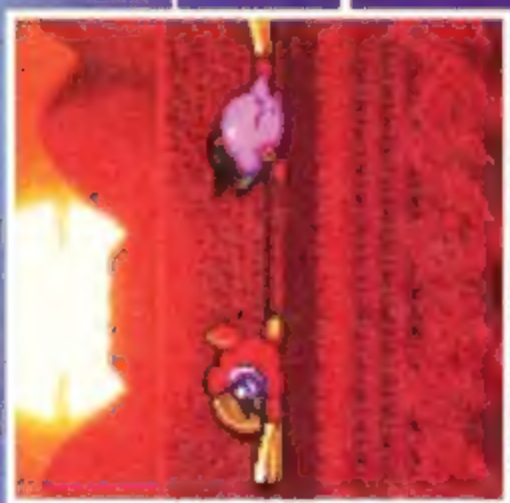
13 Across? Where all American hockey teams belong? That'll be in America, right Tim?



No, you idiot. All American ice hockey teams belong in the bin. Along with you.



Check out our massive review of *Star Kirby: Super Deluxe*. We put it head to head with *Super Mario RPG* to decide which will be this year's summer blockbuster.



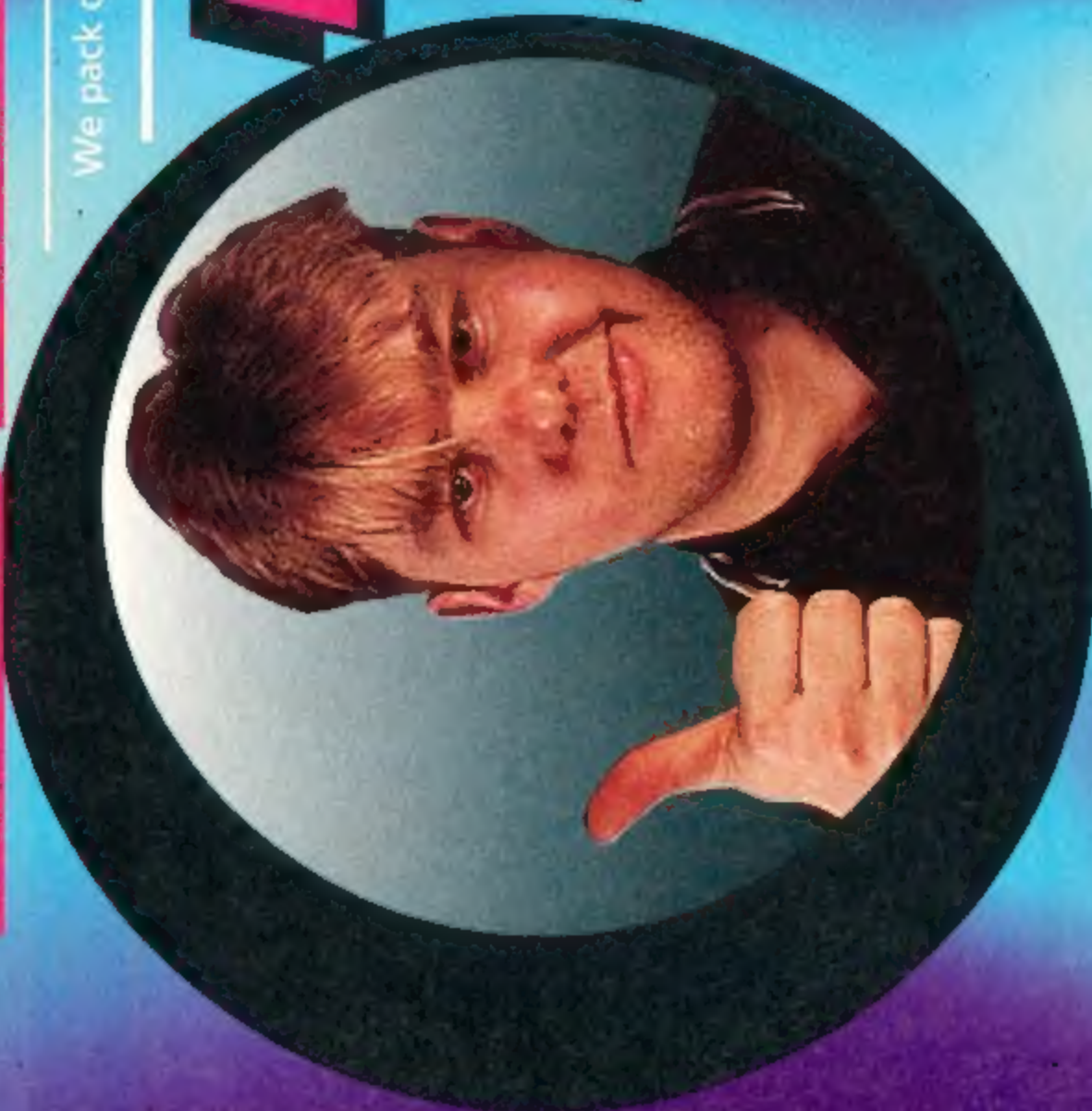
We're also first out of the blocks with reviews of *Olympic Summer Games* on both the SNES and Game Boy.



We pack our bags for sunnier climes and tell you which are the best Game Boy titles to take on holiday with you.

Next Month!

It's time for summer fun!



Relax with TOTAL! as we tackle all the latest fishing sims that are causing ripples in the games industry. And we ask the question 'what is all that about?'



PLUS!



We review *Dragonheart*, *Toy Story* and *Pocahontas* on the Game Boy. And *Mohawk*, *Power Piggs* and *Pacific Theatre Of Operations 2* on the SNES.

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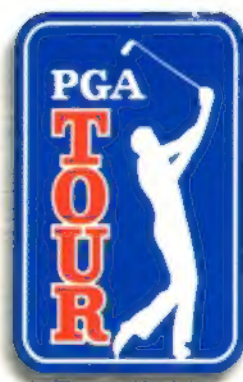


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